



Gustavo Maldonado

Game Programmer / Game Designer

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PROJECTS

Quarantine Simulator (Name Not Final) [Check Here](#)

Currently working as the Lead programmer and Technical Artist.

A first person perspective story driven game with hints of horror where you play as a comedian amidst the coronavirus lockdown

Paradise Café: A Renascença [Check Here](#)

Co-Producer, Lead Programmer and 3D Artist

A 3D reimagination of a controversial portuguese game released in 1985. Due to the "politically incorrect" nature and an already established fanbase around the original, the project got us an interview with RetroGames magazine and a showcase on Bienal da Maia 2021.

Thoughtscape [Check Here](#)

Producer, Lead Programmer and Game Designer

A mobile 2D game about mental health inspired by Tetris and Kaboom!

Broken Pleasures - Global Game Jam 22 [Check Here](#)

Lead Programmer

A first person perspective game where you play as a sex toys factory employee and your job is to separate the broken toys from the good ones.

Bloody Freddy - MAD Game Jam 22 [Check Here](#)

Lead Programmer

A 3D sidescroller platformer where you play as a vampire who transforms into a bat at night. Avoid the sunlight and attack as a vampire and reach higher grounds as a bat.

The game got us the 3rd place at the jam and two honorable mentions ("Most Original" and "Best Gameplay")

OTHER PROJECTS

Self Portrait of Aurélia de Sousa Animation [Check Here](#)

Editor

An animation of a 19th century painting which raises awareness about gender equality. The project was done in a workshop environment in order to be part of an expo in Museu Nacional Soares dos Reis.

The man who hates pees - Short film [Check Here](#)

Writer / Director

A short film about a man who struggles everyday with a childhood trauma surrounding pees.

EDUCATION

2019 - NOW Bachelor's in Videogames and Multimedia Design

Lusofona University of Porto

2015 - 2017 Attended an Integrated Master's in Network and Information Systems Engineering

Faculty of Sciences, University of Porto

2020 Game Creator's Odyssey Act 1: Rational Game Design Course

Ubisoft / Lusofona University

TECHNICAL SKILLS

UNITY ● ● ● ● ●

UNREAL ● ● ● ○ ○

C# ● ● ● ● ○

C ● ● ● ○ ○

OOP ● ● ● ● ○

Git ● ● ● ● ○

LANGUAGES

PORTUGUESE ● ● ● ● ●

ENGLISH ● ● ● ● ○