Gustavo Maldonado
Game Programmer / Game Designer

https://g-maldonado.github.io/page

📞 (+351) 915 310 064

✉ gustavogomespmaldonado@gmail.com

in https://www.linkedin.com/in/gustavogomespmaldonado

PROJECTS

Quantine 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 perspetive 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 Soares dos Reis National Museum .

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

Skill	Rating
UNITY	●●●●●
UNREAL	●●●○○
C#	●●●●○
C	●●●○○
OOP	●●●●○
Git	●●●●○

LANGUAGES

Language	Rating
PORTUGUESE	●●●●●
ENGLISH	●●●●○