ISMAEL SAMPAIO
DEVELOPER & ARTIST

PROFILE

- 12/11/2004
- Male
- Porto, Portugal
- Universidade Lusófona do Porto
- Current Part-time: Bartender

SOCIALS

- @ contact@sealdeal.dev
- 📁 sealdeal.dev
- github.com/metrodoporto
- linkedin.com/in/ismael-sampaio

LANGUAGES

- Portuguese
- English
- Spanish

SKILLS

Game Design & Development
• Unreal Engine • C++ • Unity • C# • Level Design •
• UI Designer • Game Writer •

Web Development
• HTML • CSS • JavaScript • Wireframing •
• Prototyping •

Graphic Design & Visual Arts
• Adobe Photoshop • Adobe InDesign • Adobe Illustrator •
• Adobe After Effects • Adobe Premiere Pro •

HOWDY!

I am a programmer and artist with a passion for game development, design, and multimedia. With a background in graphic design and early programming projects, I blend creativity with technical expertise to craft engaging digital experiences. Currently finishing my **Videogames and Multimedia Applications** degree at *Universidade Lusófona do Porto*, specializing in visually compelling and user-focused solutions.

EXPERIENCES

2025

Web Developer

Portfolio (Ongoing) • Own Project
Independently developed a personal portfolio website, focusing on improving my CSS skills and design sense. After realizing my previous web project lacked visual polish, I took this opportunity to research and refine my approach to styling and layout. This project serves as both a showcase of my work and a foundation for continuous improvement, allowing me to experiment with new techniques over time.

Website: sealdeal.dev

Game Developer

Prosperous (Ongoing) • Team Project (Game Designer, Developer & Artist)
Currently developing a 3D platformer with puzzle elements as part of a team project. The game revolves around a TV-shaped character that uses television-inspired abilities—fast forward, rewind, channel switching, and volume control—to navigate computer-themed levels. This project challenges us to blend creative mechanics with engaging level design, refining both our technical and collaborative skills as we bring the concept to life.

Engine: Unreal Engine
Github Repo: tinyurl.com/583daup5

2022-2025

Game Developer

Never • Own Project
Independently developed a game from scratch, handling everything from programming to asset creation. Originally a team project, I later took on full development myself, gaining firsthand experience in the challenges of solo game creation. Built around the theme of loneliness and its emotions, the game served as both a creative exploration and a lesson in project scope and time management. While not the most polished, completing this two-month concept alone was a valuable learning experience in both design and development.

Engine: Unity
Github Repo: tinyurl.com/3y69usyc

My Dungeon Is Better • Team Project (Game Designer & Developer)
Developed a game centered around the concept of building a dungeon for others to challenge while battling through theirs. Inspired by games like TFT, the project aimed higher than our team's capabilities at the time. With a tight four-month deadline, we successfully built the foundational framework. However, using Unreal Engine and tackling multiplayer development for the first time proved challenging. Despite the obstacles, this student project provided valuable learning experiences in game design, teamwork, and technical problem-solving.

Engine: Unreal Engine
GDD: tinyurl.com/56juyj8d
Github Repo: tinyurl.com/3b2ymy9r

Lost for Words • Team Project (Game Designer & Developer)
Developed a horror game in 48 hours during Global Game Jam 2025, based on the theme 'Bubbles'—which we interpreted as 'speech bubbles.' The game explores the idea of restoring emotions to people through dialogue. Led a team of two junior students and an artist new to game development, balancing management, teaching, and development under tight constraints. Despite the challenge, we created a playable (though very difficult) experience. With more time, it could have been further refined, but the project reinforced problem-solving, teamwork, and rapid prototyping skills.

Engine: Unreal Engine
Content: tinyurl.com/454rnrz4

2023-2024

Web Developer

How Many Current Players • Own Project
Developed a website following the assignment given to me where I had to create a website with a "game" aspect. In this page I try to retrieve data from a public API, data like the amount of players online in a game, the user has to find out which game has the bigger amount of players online.

Link: metrodoporto.github.io/soManyCurrentPlayers

2019-2021

Graphic Designer

Salesianos Editora - Porto, Portugal • Intern (120h)

Worldstudio - Porto, Portugal • Intern (250h)