

MIGUEL DANTAS

GAME DESIGNER



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migdantas.github.io

About Me

Hey! I'm Miguel Dantas and I'm a Game Designer from Portugal. Ever since middle school that I've been enthralled by game development and coding.

Experience

Ground Control Studios 2024-2025

Joint Project

Worked as Game Designer, Level Designer and Sound Designer.

Education

2017-2022

Universidade do Porto


Learned a lot of coding basis to a very deep and elemental level.

2022-2025

Instituto Politécnico da Maia

Degree where I started developing games for the first time and where I acquired most of my game development skills.

Language

Portuguese 

English 

Spanish 

French 

Skills

- C#
- C++
- JavaScript
- Java
- Lua
- Unity Engine
- Godot Engine
- GitHub
- Jira
- Trello
- Time Management
- Autonomous
- Problem Solving
- Detailed
- Good Communication