



**NIELISSON
MENDONÇA
DA SILVA**

GRAPHIC & GAME DESIGNER

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OBJECTIVE

Seeking for a game design position in the French video game industry.



ABOUT

Having finished my studies in Fine Art and Game Design solidified my love for this field, and motivated me to study it in depth, and explore new horizons.

I have participated in many game jams (online and on-site), and I have also done several freelance jobs that I am very proud of.



GENERAL INFO.

LANGUAGES

Portuguese: native
English: near-native
French: fluent

INTERESTS



Game Jams



Music: indie



Drawing



Traveling



Cinema: fantasy, animations



EDUCATION

2020

Masters Degree in Fine Arts
Specialization in **Game Design**
Paul-Valéry University - France

2018

PRO Degree in Game & Level Design
Paris XIII University - France

2017

Bachelors Degree in Fine Arts
Lille III University - France

2012

Associate Degree in New Media Technology
Essex County College - United States



WORK EXPERIENCE

02/2020 (6 months)

Ubique Kids - Paris, France
Graphic and Game Designer (internship)

03/2019 - Present

Upwork
Graphic and Game Designer (freelancer)
Design jobs for PC and Mobile games

04/2018 (4 months)

Spiders Studio - Paris, France
GUI Integrator (internship)

- Retouch and conception of UI elements
- Mock-ups/Wireframes
- Harmony of the UI visual identity

01/2013 (1 year)

ONG VEDDAS - São Paulo, Brazil
Graphic Designer, Video Editor and Administrative Assistant

02/2011 (5 months)

TechDesigno - New Jersey, United States
Web and Graphic Designer Jr. (internship)



TECHNICAL SKILLS

DIGITAL ART

3Ds Max
Adobe After Effects
Adobe Illustrator
Adobe Photoshop
Autodesk Maya
Dragon Bones
Pixel FX Designer

OTHER SOFTWARES AND TOOLS

Adobe Première, Indesign
Audacity
C Sharp
Trello and Xmind
Unity (incl. Pro Builder, Post-Processing, Tilemap etc.)
Unreal Engine