

NIELISSON MENDONCA DA SIIVA GRAPHIC & GAME DESIGNER

Phone

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A B O U T

I'm passionate about game design and a diverse background working in the experience in graphics, game design, and programming. I've been creating personal growth, I also regularly participate in game jams, and I am an



EDUCATION

Masters degree in Fine Arts Specialization in Game Design

Paul-Valéry University - France

2018 PRO degree Game & Lvl Design Paris XIII University - France

2017 Bachelors degree in Fine Arts

2012 AA in New Media Technology Essex County College - USA



GENERAL INFO.

LANGUAGES

near-native Portuguese:

INTERESTS



Cinema











Game jams

SKILLS

KNOW-HOW SOFTWARES AND TOOLS

Game System Design, 3Ds Max and Maya

balancing and Quality Audacity Assurance

C#, HTML and CSS Documentation: RGD, GDD,

rhetorical compass etc.

Dragon Bones

Project Management Pixel FX Designer

Scrum and Agile **Development Methodology**

Adobe Suite (Ps, Pr, Id, Ai)

Effective teamwork

Trello and Xmind

UX/UI Design

Unity (Pro Builder, Post-Processing, Tilemap etc.)



WORK EXPERIENCE

Graphic and Game Designer (freelancer) 03/2019 - present

Upwork

UI/UX design

Game and Level Design

Illustrations and 2D animations

02/2020 (6 months) Graphic and Game Designer (internship)

Ubique Kids - Paris, France

Benchmarking and moodboards

Game Design (focused on accessibility)

Quality Assurance

04/2018 (4 months) GUI Integrator (internship)

Spiders studio - Paris, France

Mock-ups/Wireframes

Retouch and conception of UI elements

Integrations of assets

Harmony of the UI visual identity

01/2013 (1 year) Graphic Designer, Video Editor and

Administrative Assistant

VEDDAS (NGO) - São Paulo, Brazil

Creative video editing

Project and social media management

Graphic design

02/2011 (5 months) Graphic and Web Designer jr.

TechDesigno - New Jersey, USA

Build websites with Joomla!

Responsive design, typography, UI/UX