NIELISSON MENDONCA DA SILVA

GRAPHIC & GAME DESIGNER

Phone   (+33) 7 83 54 55 48
E-mail   hello@nielisson.com

ABOUT

I'm passionate about game design and development. With a diverse background, I have experience in graphics, game design, and programming. I've created games for clients and personal growth. Additionally, I regularly participate in game jams and am an active member of Game Impact.

EDUCATION

2020   **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**
Lille III University - France

2012   **AA in** New Media Technology
Essex County College - USA

GENERAL INFO.

LANGUAGES

English: near-native
French: fluent
Portuguese: native

INTERESTS

Cinema   Music
Art   Travel
Game jams

SKILLS

KNOW-HOW

- Documentation: RGD, GDD, rhetorical compass etc.
- Effective teamwork
- Game System Design, balancing and Quality Assurance
- Project Management
- Scrum and Agile Development Methodology
- UX/UI Design

SOFTWARES AND TOOLS

- Adobe Suite (Ps, Pr, Id, Ai)
- Audacity
- Blender
- C#, HTML and CSS
- Dragon Bones
- Figma
- Pixel FX Designer
- Unity (Pro Builder, Post-Processing, Tilemap etc.)

WORK EXPERIENCE

11/2022 - present   **Lead Game Designer (freelancer)**
My Lovely Planet
- UI/UX design
- Game and Level Design
- 2D art

03/2019 (4 years)   **Graphic and Game Designer (freelancer)**
Upwork
- UI/UX design
- Game and Level Design
- 2D/3D art

07/2021 (6 months)   **Game Designer and 3D Artist (freelancer)**
Marine Snow
- Game Design and UI/UX design
- 3D art

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
- Asset integration
- Harmony of the UI visual identity