

NIELISSON MENDONCA DA SILVA **GRAPHIC & GAME**

Phone

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ABOUT

I'm passionate about game design and game development as a whole. I have 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

Bachelors degree in Fine Arts

2012 AA in New Media Technology Essex County College - USA



GENERAL INFO.

LANGUAGES

near-native French: Portuguese:

INTERESTS



Cinema











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
- Pixel FX Designer
- Trello and Xmind
- Unity (Pro Builder, Post-Processing, Tilemap etc.)



WORK EXPERIENCE

03/2019 - present

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

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