

# Nielisson Mendonça da Silva

## Game Designer & 2D/3D Artist

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### About me

Passionate about game art, design, and development, I possess a diverse background encompassing graphics, game design, and programming. My portfolio includes games developed for clients and personal projects, showcasing my skills and growth. Actively engaging in game jams, I am also a committed member of Game Impact (gameimpact.fr), a French association.

### Work Experience

#### **2022-2023, UI/UX Designer and 2D/3D artist**

My Lovely Planet - Paris, France

- Contributed significantly to game & level design for mini-games while also developing graphics, showcasing diverse creative abilities.
- Created UI assets and numerous animations, enhancing visual appeal and interactivity.

#### **2021, Game Designer and 3D Artist**

Marine Snow - New York, USA

Initially tasked with Game Design responsibilities, I later expanded my role to encompass the app's UI and 3D art.

#### **2020, Graphic and Game Designer (internship)**

Ubique Kids - Paris, France

- Emphasized Game Design for accessibility while ensuring optimal performance through Quality Assurance.

#### **2019-Present, UI/UX Designer and 2D/3D artist**

Upwork - Online

- I've completed diverse missions for multiple clients, consistently delivering high-quality work.
- My expertise centers on game design, encompassing both 2D and 3D art.

#### **2018, GUI Integrator (internship)**

Spiders studio - Paris, France

- Developed Mock-ups/Wireframes and refining UI elements.
- Integrated assets while ensuring a cohesive UI visual identity.



### Skills

**Soft:** Adaptability • Effective teamwork • Leadership • Scrum and Agile Development Methodology • Time Management

**Hard:** Adobe Suite (Ps, Pr, Id, Ai) • Animation • Audacity • Blender • C#, HTML and Basic CSS • Documentation: RGD, GDD, rhetorical compass etc. • Game System Design, balancing and Quality Assurance • Git • Pixel FX Designer • Unity (Pro Builder, Post- Processing, Terrain, Tilemap etc.) • UX & UI Design

### Languages

- English (Near-Native)
- French (Bilingual)
- Portuguese (Native)

### Education

#### **Master's Degree in Fine Arts**

Specialization in Game Design

Paul-Valéry University - France

#### **PRO degree Game & Lvl Design**

Paris XIII University - France

#### **Bachelor's degree in Fine Arts**

Paris XIII University - France

#### **AA in New Media Technology**

Essex County College - USA