

# Nielisson Mendonça da Silva

Game Designer and 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](http://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/UX and 3D art.

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

**Ubique Kids - Paris, France**

Emphasized Game Design for accessibility while ensuring optimal performance through QA.

**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**

- Created Mock-ups/Wireframes and 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. • Figma • 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**  
Lille 3 University - France

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