

Gabriel Lima de Jesus

ABOUT ME

I'm Gabriel Lima de Jesus, a programmer and game designer. I've been creating games since 2019 and currently pursuing a degree in Information Systems at the Federal Institute of Bahia. As part of my academic journey, I contributed as a game designer and programmer to the game 'Aventuras Falciforme' working on Godot. Between 2022 and 2023, I worked at Chave-Mestra, where I started to work as a Game Designer. During this time, I specialized in developing escape games and puzzles for custom projects. In the same year, I showcased my work with GDH Studio on Itch.io through game jams, and in 2023, we released our debut game MONOTONIA: FIRST CONTACT on the Steam.

EXPERIENCE

Game Designer

Nov 2022 - ongoing

Dedicated professional in game creation, documentation, and balancing, serving as both a Game Designer and Game Developer. Specialized in implementing mechanics and user interfaces using Blueprint

Game Designer

July 2022 - Jan 2024

Chave-Mestra Gamificação
Gramado, Rio Grande do Sul, Brasil

Game Designer / Game Developer (Godot 3)

July 2021 - December 2021

IFBA - Instituto Federal da Bahia
Member of the development and testing team with Godot of Anemia Falciforme game, a serious game aimed at helping children better understand how to cope with Sickle Cell Anemia

EDUCATION

IFBA - Instituto Federal da Bahia
Bachelor's degree in Information Systems

2018 - Present


COURSES

IEF SET English Certificate 71/100 (C2 Proficient)

Unreal Engine Blueprint Game Developer

CONTACT

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SKILLS

Unreal Blueprint
Unreal 4 & 5
Game Design
Level Design

LANGUAGES

Portuguese
Mother language

English - Proficient/C1
Reading
Writing
Conversation