

# Thiago José de Oliveira Gonçalves

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Brazilian, 41 years

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**Target: Lead game artist**

## **About**

I'm a Product Design sector professional with more than 10 years of experience in illustration and game developer with strong know how on Godot and Unity Engine Platforms. Besides that, I have great expertise in Front-End developing on different languages like Java Script, HTML, MySQL PHP, Python and C, using Github for version control and repository. Other important skills that surround my background are digital illustration, music and video production, creativity with initiative, ease with new learnings and good relationship, dedicated with the proposal activities, focused on results and continuous improvement.

**Key words:** game dev, game developer, game design, concept art, level design, scripting, graphic design, sound design, front-end, Unity, Godot.

## **Academic Education**

**Product Design Graduated** – Completed in 2009, Tuiuti University of Paraná

## **Complementary Education**

- Professional, Emotional and Technological Competences in time of changes – PUCRS – completed: 2020
- Game design, Alura – completed: 2019
- Illustration, Alura – completed: 2019

## **Languages**

- Portuguese: Native
- English: Fluent
- Spanish: Advanced
- German, Italian and French: Basics

## **Professional Experience**

**GAME DEVELOPER** – September/2019 until now

### ***BusinessChess***

- Business training gamification with Front-end development on MySQL, CSS and Java Script. The Back-end was also developed with PHP and MySQL with Github for version control.

## ***Other initiatives***

- Several game jams participation with focus on scripting development, arts and sounding.
- Game assets development, such as:
  - Sound, music and soundtrack creation, sprite production, story boarding, background and level design.
- Mechanics creation and implementation.
- Godot and Unity platforms development.

**CRYPTO PLAYER** – December/2021

***Game developer freelancer***

- Asset development: music creation, sounding and 2D artist
- Godot platform prototyping

**CONTROL-C** – January/2007 to May/2021

***Owner***

- Audio-visual production and media distribution. Main customers in Brazil are: Havan, Wallmart, Extra, RPC, Gazeta do Povo and big markets.
- Information material edition and postproduction for Paraná State Government.
- Illustration and Animation production (motion graphics) focused for publicity customers.

**Other achievements:**

**ART EXPOSITION**

- 2010 – Project Grindhouse - Curitiba, PR, Brazil
- 2014 – Centro Cultural Luis Gagliastri - Pinhais, PR, Brazil
- 2014 – Exposition and Realism Workshop at Centro Cultural Luis Gagliastri - Pinhais, PR, Brazil
- 2015 – Exposition Artcom Expo - Dubai - UAE
- 2015 – Brazil Embassy - Oslo, Norway
- 2015 – Exposition “Múltiplos Olhares” - Curitiba, PR, Brazil
- 2015 – Exposition at Louvre Museum – Paris, France
- 2016 – DeRose Method Centro Cívico School - Curitiba, PR, Brazil

**PUBLICATIONS**

- 2015 – Exposition Artcom Expo - Artists Across the World
- 2020 – Book illustration “Quando é preciso ser forte”, 45ª edition, eight online version. Professor DeRose, 2020.

**TITLES**

- 2015 – Honorable mention at Artcom Expo - Dubai - UAE
- 2015 – Certificate of Merit – Oslo, Norway
- 2015 – Gold medal at ArtCom Expo- Louvre – Paris, France