

Gabriela Santos

Junior Game Designer

Portfolio LinkedIn

PROFILE

I'm a Game Designer with one year of experience **looking for my first job opportunity**.

To acquire a hands-on experience, with the use of my studies, I've been participating in Game Jams for a year now to enhance my skills, both as a game designer and an artist. While **Level design** and **Gameplay design** are my strenghts, I am also efficient in **managing and organizing a team**.

Other skills I have include 3D modelling, UX/UI, Pixel Art, Video Editing and Motion Design.

EXPERIENCE

♦ Kekocada

- Level design
- Gameplay design
- Enemy AI design

My experience:

I led a team of five, ensuring effective communication and task distribution throughout the project. I took charge of defining the gameplay mechanics and designing the levels for the game's three distinct stages. In addition to my design role, I actively participated in testing and iterating on gameplay elements to refine the experience. I also gained valuable hands-on experience as a level designer, collaborating closely with programmers to develop enemy AI and directly implementing the levels within the engine.

♦ Mr. Bubbles and the Great Escape

- Level design
- Gameplay design
- Enemy AI design

My experience:

I worked with my team to create a game using 3D assets for the first time. I designed a simple mechanic, added enemy behaviors, and helped define the level layout through sketches. I was responsible for creating all the 3D assets and collaborated with the programmer to integrate them into Unity. Our goal was to design an engaging, exploratory level that felt familiar yet intriguing for the player.

• CSA Education LLC (2023 – Present)

- Storyboarding
- Branding
- Layout for textbooks
- Video Editing for teacher material

My experience:

Working as a graphic designer with CSA helped me improve my storyboarding skills, which helped me to acquire experience in the planning of game sequences, and also my teamwork skills with an interdisciplinary team.

EDUCATION

Bachelor in Design

Universidade Federal de Alagoas
(2014-2019)

Formação em UX Design

Mergo Escola de Design
(2022-2022)

LANGUAGE

English

Fluent

Portuguese

Native

SKILLS

- Level Design
- Gameplay Design
- User Experience
- Pixel Art
- GDD
- Testing and Iteration
- Prototyping
- Video Editing
- Motion Design

SOFTWARES

- Unity
- Game Maker
- Figma
- After Effects
- Photoshop
- Illustrator
- Premiere Pro

INTERESTS

- Horror Games
- Farming Simulators
- Arts and Crafts
- Singing
- Speedrun
- Tabletop RPGs