

Gonçalo Silva

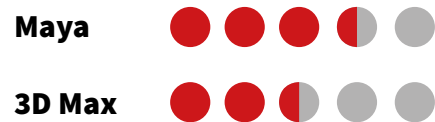
Level Designer and Level Artist

About me

My name is Gonçalo Silva and I'm a Portuguese level artist and level designer. I am passionate about creating video games with strong environments, immersive and a fun gameplay or exciting stories. Any game is a journey and, being part of its production, creating a new world and sharing it, is the most satisfying reward.

Competencies

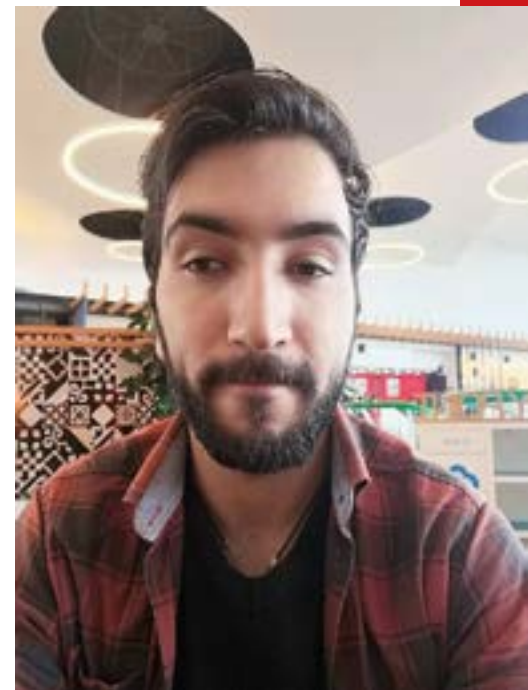
3D Software:



Game Engines:



Programming:



(+351) 919934462
128ezio1@sapo.pt
ArtStation
Website

Academic Formation

2016 - 2019

Degree in Game Design
Instituto Politécnico de Bragança (IPB)
Mirandela

2014 - 2015

Course in Computer Science (EsAct-IPB)
Instituto Politécnico de Bragança (IPB)
Mirandela

Work experience

Fev. 2022 - Present

Infinity Ward
Associate Game Designer
-work with the art department from a very early stage and develop the visuals/ concepts together.
-Collaborating with level designers from other modes as we start to share more assets.
-Level builders are often responsible for multiple game levels, so good time management skills are a must.

Aug. 2020 - Aug. 2021

Saber Interactive
Junior Lever Designer and Environmental Artist
- Layout design, construction, composition, and optimization using concept and reference.
- Collaborate with designers on direction, blockout, and blueprint development.
- Communicate game and level design ideas and concepts to the team.
- Support the art team in the research of references. Research and list of items found in a particular environment.

May 2020 - Aug. 2020

Pixel Edge Games
Level Designer and Artist
- Layout design, construction, composition, and optimization using concept and reference, using Unity Engine.
- Collision, and level of detail creation.
- Collaborate with designers on direction, blockmesh and blueprint development.

Dec. 2019 - May 2020

Ring Zero Game Studio Ltd
Game and Level Designer
- Full responsibility for game design, from concept to final product release, as well as level design, from map design to stats to difficulty tuning.
- Be highly involved in every stage of production.
- Support the art team in the research of references. Research and list of items found in a particular environment.

Sept. 2019 - Aug. 2020

Epoch Games | The Lays of Althas: Sundered Order
Lead Level Designer and Artist
- Responsible for layout, blockmesh, terrain sculpting, art implementation, optimization, collision, and level of detail.
- Collaborate with a small team, manage, coordinate and communicate effectively.

Extra

2020

CG Master Academy's Level Design for Games
with Emilia Schatz and with Patrick Haslow as substitute teacher

Languages

Portuguese
Native

English
Intermediate

Soft Skills

Perfectionist
Self-Taught
Determined
Passionate
Versatile

Soft Skills

LEVEL DESIGN
Plans, layouts, and blockmeshes
All Documentation
Assets Integration
Scripting level logic
Environmental storytelling
Quest design
Pacing
Composition

GAME DESIGN
Narrative Design
Quest Design
Puzzles

SOFTWARE
Jira
Perforce

Games

2018 - 2019 **Fallout Miami (Pc)**
Level Designer and Artist

2018 **Blood in the Sky (PC)**
Level Designer and Technical Artist