Vitor Ferreira
Game Designer

Profile Summary:
Recent graduate with a Bachelor of Arts (Honours) in Animation and Game Design from Atlantic Technological University. Proven skills in 3D modelling, game design, and animation using industry-standard tools such as Unity, Unreal Engine, Maya, and Blender. Passionate about creating engaging and educational gaming experiences, demonstrated through diverse projects aimed at promoting learning and creativity. Eager to apply academic knowledge and hands-on experience in a dynamic game design role.

Contacts

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Portfolio
Website Portfolio
https://www.gamedesignstudiohf.com/

Languages

**Portuguese**
Native

Spanish
Intermediate

English
Upper-Intermediate (B2)

Education

Bachelor of Arts (Honours) in Animation and Game Design
Atlantic Technological University, Galway, Ireland
Expected Graduation: 2025
Key Modules: Game Design, 3D Modelling, Animation, Drawing

Level 5 Diploma in Games Development and Design
Galway Technological Institute, Galway, Ireland
2021 - 2022
Result: Distinction
Key Modules: Object-Orientated Programming (C#), Game Analysis and Design, Desktop Multimedia Audio Production, 3D Computer Graphics
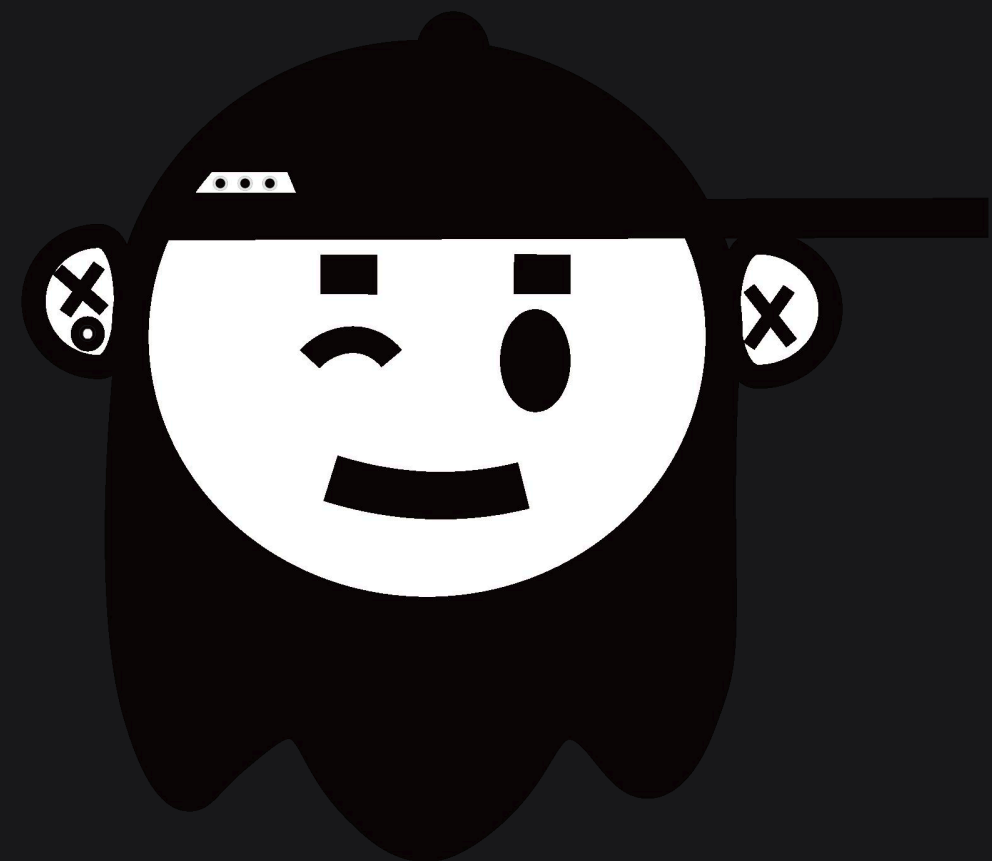
Projects:

Dyslexia Awareness Game (2nd Year Group Project)
Role: Game Designer
Developed a mobile app aimed at assisting parents in identifying potential signs of dyslexia in their children. The app features interactive assessments that recognise indicators such as reading difficulties and letter/word recognition challenges, providing valuable resources for early intervention.

The Beautiful Beast Game (1st Year Individual Project)
Role: Game Designer
Created a whimsical side-scrolling adventure game that merges traditional fairy tale elements with a unique and enchanting storyline. Focused on engaging gameplay mechanics and captivating visuals.

Children's Educational Game (Level 5 Individual Project)
Role: Game Developer
Designed an engaging and educational game targeted at young audiences. The project blends fun and learning to provide an interactive, age-appropriate experience, fostering creativity and offering a safe space for exploration and growth.

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Digital Media Skills:

Game Design:
Proficient in creating engaging gameplay experiences.
3D Artistry: skilled in 3D modelling and asset creation.
Audio/Video Design: Experienced in producing and editing multimedia content.

Technical Proficiencies:
Tools: Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Blender, 3ds Max, Maya, Unity, Unreal Engine,

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Pro Tools

Organisational Skills:
Time Management: demonstrated ability to efficiently manage tasks and meet project deadlines.
Project Coordination: successfully led team projects, ensuring all members adhered to timelines.

Creative Abilities:
Idea Generation: Strong capability to brainstorm innovative concepts and solutions.
Adaptability: Flexible thinking in creative problem-solving situations.

Interpersonal Skills:
Team Collaboration: Proven ability to work effectively in team environments and contribute positively to group dynamics.
Communication: excellent verbal and written communication skills, with a focus on active listening and articulating ideas clearly.

Problem Solving and Conflict Resolution:
Analytical Thinking: approaches challenges with a constructive and solution-orientated mindset.
Conflict Management: proficient in navigating and resolving conflicts respectfully and professionally.

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Internship:
3D Asset Development Mersus Technologies I January 2023 - March 2023
Worked collaboratively in a team environment to build 3D assets using Blender, focussing on texturing and integration into Unity.
Assisted in designing virtual reality solutions tailored to meet specific business needs, contributing to project success and client satisfaction.

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Work Experience:
Customer Service Associate CEX I January 2024 - May 2024
Organised shop layout to optimise customer experience and product accessibility.
Tested and evaluated technical products, providing insights for improvement in sales techniques and product offerings.

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TFI Social Agent (Contractor) Capita IRemote I July 2024 - Present
Collaborate with Facebook and X (formerly Twitter) platforms to engage with customers, providing timely responses to enquiries.
Create and curate content for the company page, enhancing user experience and engagement.

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Game Tester MOGI Group I February 2023 - September 2023
Conducted testing across various platforms, including consoles, PCs, and mobile devices, with a keen eye for detail and bug identification. Identified and documented software glitches, gameplay imbalances, and visual/auditory defects, ensuring high-quality gaming experiences.

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