Tiago Gomes *Level & Game Designer (Junior)*

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🔗 https://hellphiorgames.com/

in https://www.linkedin.com/in/tiago-gomes-748735273/

Proficiences

Skills

Game Design
Level Design
UI Design
Humane Design
Interactive Storytelling
Documentation Design
Active Communication

Tools

Unity
C#
Dreams
Adobe Photoshop
Adobe Premiere
AutoCAD

Education

Postgraduate Degree - Game Design
IADE - Faculdade de Design, Tecnologia e Comunicação
10/2024 – 10/2025 | Lisboa

Bachelor's Degree - Tecnologias e Gestão Municipal
ISEL - Instituto Superior de Engenharia de Lisboa
09/2017 – 02/2023 | Lisboa

Certificates

Game Writing: Storytelling through Video Game Design
Udemy

Languages

Portuguese (Native)

English (Proficient)

Professional Experience

Web and Game Developer
André Azevedo Gomes Unipessoal Lda
01/2024 – Present | Lourinhã
Oversee the company's website maintenance and updates, manage all social media channels and marketing content, and contribute to brand promotion. Additionally, lead the development of video games within the company's funded game studio.

Internship Trainee
André Azevedo Gomes Unipessoal Lda
04/2023 – 01/2024 | Lourinhã
Developed a mobile game in Unity to promote a lesser-known sport in Portugal, focusing on simplicity, engagement, and accessibility.

Game Projects

Head Water Polo
04/2023 – Present
Head Water Polo is a 2D mobile game developed during my internship, inspired by Head Soccer but based on Water Polo Sport. Initially released on itch.io and later on Google Play Store, becoming the first commercial game. The project is still under active development and maintenance.

Light Eagle
02/2022 – 03/2022
Light Eagle is a 2D mobile game inspired by Flappy Bird with a Benfica theme. Used online assets for images and sounds, while all game mechanics and programming were implemented independently. Initially released on itch.io, later launched on Google Play Store.

Čalgani
10/2021 – 12/2021
Čalgani is a 2D platformer where the player collects all coins to advance levels. Initially released as a demo, then as a full game, followed by an easier version in response to player feedback. All game mechanics were implemented using sprites and audio sourced online. Released on itch.io for Windows.