

# Tiago Gomes *Level & Game Designer (Junior)*

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🔗 <https://hellphiorgames.com/>



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

## Proficiencies

### 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

## 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.

## Certificates

### Game Writing: Storytelling through Video Game Design

Udemy

### Complete C# Unity 2D Game Development (Updated To Unity 6)

Udemy