



JONAS VALENTIM DE LIMA GOMES

| [HTTPS://JONASGOMESPORTFOLIO.COM/](https://jonasgomesportfolio.com/)

About Me

My name is Jonas. I'm a passionate, optimistic, self-motivated, and reliable hard worker. I'm a team player and can deal with difficult situations. In both a team environment and by using my own initiative, I can work well. Even under pressure, I'm able to stay on schedule.

Skills

- English - Fluent
- Portuguese - Native
- C#
- HTML
- JavaScript
- CSS
- Blender
- Unity
- Adobe Photoshop
- Lightroom Classic
- Adobe Illustrator
- Adobe XD
- Figma

Experience

Freelancer • Fiverr • Jan 2021 • November 2023

While freelancing I made 3D visualizations of toys, 3D isometric illustrations and low/high poly assets. I worked on Blender and used Photoshop for some adjustments. I ensured that the art was delivered in a timely manner and that the product met the client needs.

Warehouse Operator • Lactogal • Jan 2019 • April 2019

Worked on the Logistics department on picking. In this position I had to organize stock and handle client's orders. I developed adaptability skill and had to work in a team.

Education

Learn + in Product Development Specialist in Multimedia • November 2023 – Present • Institute for Employment and Vocational (IEFP)

Increase knowledge in multimedia. 3D modelling, Design technics photography e video. Using programs like Photoshop, illustrator, Blender and Lightroom.

Post Graduation in Engineering of Digital Games Development • Jan 2022 • School of Technology (EST) Polytechnic Institute of Cávado and Ave (IPCA)

I have further developed my programming and 3D skills in this master's degree. I was able to create my first Google Cardboard Virtual Reality game and publish it on the Google Play Store as well as make a prototype of an original PC game.

Bachelor's in Game Design • June 2018 • School of Public Management, Communication and Tourism (EsACT) Polytechnic Institute of Bragança (IPB)

At my bachelor's degree, I studied game design. I took a lot of different classes on C#, Blender, Adobe Photoshop, Adobe Illustrator and Unity. Did a lot of small projects and for my final project I did a game demo. While in this bachelor I participated in game jams that improved my game design skills.

Courses and Certificates

UX Design • Google • July 2023

Create designs on paper and in digital design tools like Figma and Adobe XD. By the end of the certificate program, I did three end-to-end projects.

Informatics from the Perspective of the Advanced User - Database and Websites • Institute for Employment and Vocational Training • May 2023

In this course I learnt web design. Develop skills in HTML, CSS, and JavaScript. I also learnt how to use Microsoft Access and the basics of how to build databases.

Play With your Future • Red Cross • March 2022

The project aims to create a digital game, against the background of the EU Strategy for Youth 2019-27, to instil in young people fundamental values to life in society and respect for oneself (mental health), for others (social inclusion) and for the environment (environmental sustainability)



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