



JONAS VALENTIM DE LIMA GOMES

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

About Me

Passionate and self-motivated 3D designer with extensive experience in game development and multimedia design. Proven ability to deliver 3D assets and animations, with programming skills and a solid background in various design tools. A reliable team player who excels under pressure and meets tight deadlines.

Skills

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



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Experience

Internship/3D Design • Ad-pulse • Feb 2024 - Ongoing

- Developing an RTS game as part of a design team
- Creating and correcting topology of 3D assets
- Animating vehicles and characters
- Programming for testing characters and animations

Freelancer • Fiverr • Jan 2021 - November 2023

- Delivered 3D visualizations of toys and isometric illustrations
- Created low/high poly assets using Blender and Photoshop
- Ensured timely delivery of art that met client needs

Warehouse Operator • Lactogal • Jan 2019 - April 2019

- Organized stock and handled client orders in the logistics department
- Developed adaptability and teamwork skills

Education

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

- Studying multimedia, 3D modelling, design techniques, photography, and video
- Utilizing tools like Photoshop, Illustrator, Blender, Lightroom, Premiere and After Effects

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

- Created and published a Google Cardboard VR game
- Developed a PC game prototype
- Improvement of my programming and 3D skills

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

- Studied C#, Blender, Adobe Photoshop, Illustrator, and Unity
- Completed a game demo for the final project and participated in game jams
- Various projects in different areas of expertise

Courses and Certificates

UX Design • Google • July 2023

- Designed projects using Figma and Adobe XD
- Completed three end-to-end design projects

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

- Learned web design and development (HTML, CSS, JavaScript)
- Gained skills in Microsoft Access and database building

Play With your Future • Red Cross • March 2022

- Developed a digital game promoting youth values and mental health, social inclusion, and environmental sustainability