Jonas Gomes

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🌐 jonasgomesportfolio.com

About Me

Hello, I am a motivated 3D designer with extensive experience in game development and multimedia products. Competent in creating 3D assets, animations, and interactive designs. Another quality is the spirit of collaboration, technical competence, and the ability to work well with tight deadlines. Proficient in a range of design tools and programming languages.

Experience

Ad-Pulse 3D Designer (Internship)

FEB 2024 - NOV 2024 (Blender) (Unity) (C#) (Photoshop)

- Team development of a real-time strategy game, focusing on character animations and programming for functionality testing.

Fiverr 3D Designer (Freelancer)

JAN 2021 - NOV 2023 (Blender) (Photoshop)

- Development of creative and efficient 3D design solutions, including isometric illustrations and toy design, to increase the product's attractiveness and interest.

Education

IEFP Product Development Specialist in Multimedia

NOV 2023 - NOV 2024

IPCA Master in Engineering of Digital Games Development

SEP 2019 - JAN 2022 (NOT DEGREE-CONFERRING)

IPB BA in Game Design

SEP 2015 - JUNE 2018

Certification

Google Course in UX Design

JULY 2023

IEFP Course in Informatics from the Perspective of the Advanced User

MAY 2023

Red Cross Project Play With your Future

MAY 2022

Skills

Languages

(Portuguese) (English)

Development

(HTML) (CSS) (JavaScript) (C#)

Design

(3D Modeling) (UV Unwrap) (Animation) (Topology) (Asset Optimization) (Game Design)
(UX/UI) (Wireframing) (Prototyping) (Web/Mobile Design)

Tools

(Blender) (Unity) (Figma) (Photoshop) (Illustrator) (Premiere) (After Effects) (Adobe XD)
(VS Code)