

Caio Lindenhayn J. Gomide

Game Designer

I am an outgoing and highly motivated Designer, passionate about Creating and Playing Games.

My versatility in game development, paired with a strong understanding of Game Design principles, great communication skills and a voracious appetite to learn make me a valuable member in any dev. team.

Personal Info

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Portfolio

<https://www.caigomide.com/>

LinkedIn

<https://www.linkedin.com/in/caio-lindenhayn-gomide/>

Software

Unreal Engine 4

Unity

Autodesk Maya

Adobe Photoshop

JIRA

Perforce

Skills

Game Design

Gameplay and Systems Design
UI/UX Design
Level Design
Quest Design
Playtest conduction and Iteration

Soft Skills

Effective Communication
Collaborative development
Critical thinking and Self Reflection

Languages

Portuguese - Native Language

English - Native Speaker

German - Native Speaker

Education

2016 -
present

Breda University of Applied Sciences, Bachelor

Currently following the internationally high-ranked IGAD course and specializing as Game Designer. IGAD has received the 9th position in The Rookies contest and is known for producing highly-qualified developers, ready for work in the industry.

2014 -
2016

SAGA - School of Art, Game and Animation

I have completed the Game Development Study, Playgame, where I learned about various facets of game development.

Experience

2018 -
2019

Bone Voyage

Released Game

During the development of Bone Voyage, a third person adventure game, I worked as Design Lead and UI/UX Designer.

Design Lead

- I guided a team of 15+ designers during a period of 24 weeks culminating in the release of Bone Voyage on Steam in May of 2019
 - Bone Voyage launched with a 74% rating and 25,000 downloads in the first month on Steam
- Developed the Core Design of a 5+ hour Adventure Game
 - Ensured the quality and vision of Gameplay, Quests, Levels, Dialogue and UI/UX
 - Coordinated with Programmers and Artist in a team of 30+ people to ensure delivery

UI/UX Designer

- Designed all User Interfaces
 - Implemented, Iterated and Polished multiple UI elements
- Designed the core Player Experience
 - Worked alongside UI artists and Sound Designers to Polish Gameplay Experience

2016

Junior Instructor and Lecturer

SAGA, Playgame

- I Helped teachers to guide and instruct students in the fundamentals of game development.
- Taught a variety of subjects, from Game Design and to Visual Art, to Development in Unreal Engine 4
- Developed a stronger understanding of Game development methodologies
- Strengthened my communication, public speaking and leadership skills

Interests

Video Games - Chief among the things which keep me occupied are video games, especially multiplayer games. Recently I have enjoyed raiding in Destiny 2 and playing the campaign of Divinity Original Sin 2.

Reading - If I'm not playing games, I'll most often be found reading. Since a kid I have always enjoyed reading books, especially fantasy and historical novels.

Dungeons and Dragons - From ridiculous role playing to intense combat, I always enjoy creating and playing campaigns with friends.