

Caio Lindenhayn J. Gomide

Game Designer

I am a outgoing and creative Game Designer, passionate about Creating and Playing Games.

With a keen eye for detail and extensive experience at bringing ideas to life through prototypes and rapid iteration, I continuously strive to create memorable gameplay experiences that engage and excite players.

Contact

Address

Netherlands

E-mail

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WWW

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Skills

Gameplay Design

Combat Design

Systems Design

Playtest conduction and Iteration

Unreal Engine Blueprints

Visual Scripting

Effective Communication

Collaborative Development

Software

Unreal Engine

Unity

Autodesk Maya

Work History

2023-02 -
2024-04

Game Designer

*NoodleCat Games, Kapelle, NL
(Remote)*

- Worked alongside a compact Design Team to develop all facets of an upcoming unannounced game, focusing on Gameplay and Combat Design.
- Increased overall game quality by conducting thorough playtesting sessions and gathering valuable feedback from players.

2022-11 -
2023-02

Gameplay Designer II - Fortnite

Epic Games, Montreal, CA

- I worked with Artists, Engineers, and Designers within the Fortnite Team to create new and exciting gameplay experiences for players.
- Designed and owned key Attack On Titan Weapon and Items for the Collab event in Fortnite Battle Royale

2021-06 -
2022-11

Gameplay Designer I - Fortnite

Epic Games, Munich, DE/ Montreal, CA

- I worked on a unannounced project, where I improved and developed the gameplay experience and

Adobe Photoshop

JIRA

Perforce

Languages

Portuguese - Native
Language

English - Native Speaker

German - Native Speaker

Spanish - Basic Knowledge

Dutch - Basic Knowledge

French - Basic Knowledge

helped push the project to meet our desired goals and standards.

- I joined the Fortnite Gameplay team to create new and exciting gameplay experiences for players.
- I worked on the 2022 Fortnitemares Event and designed, developed, and owned the event's standout new Item.

**2021-02 -
2021-06**

Gameplay Designer Intern - Fortnite

Epic Games, Remote: Sao Paulo, BR
Intern Game Designer on unannounced project.

- In this project, I worked on extending and improving the gameplay experience to further develop the prototype's core concepts.

**2019-09 -
2019-11**

Game Designer Intern - Bruut

Dutch 5, The Hague, NL

- Worked alongside artists to re-develop the game's Gameplay Interfaces and Player Experience
- Expanded upon the Turn-Based Combat and Deckbuilding Experience

**2018-09 -
2019-07**

Lead Game Designer - Bone Voyage

Student Project at BUAS, Breda, NL

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, Iterated and Polished the game's User Interfaces
- Designed the core Player Experience
- Worked alongside UI artists and Sound Designers to Polish Gameplay Experience

**2016-01 -
2016-03**

Junior Instructor and Lecturer

SAGA, Playgame, São Paulo, BR

- I helped teachers to guide and instruct students in the fundamentals of game development.
- Taught a variety of subjects, from Game Design and to 3D Modeling, to Visual Scripting in Unreal Engine 4
- Developed a stronger understanding of Game development methodologies
- Strengthened my communication, public speaking and leadership skills

Education

2014-01 -
2016-01

Associate of Applied Science: Game Development

*SAGA - School of Art, Game And
Animation - Sao Paulo, BR*

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

Here I began my journey towards becoming a game developer.

2016-09 -
2022-06

Bachelor of Science: Game Design And Production

*Breda University of Applied Sciences,
Bachelor - Breda, NL*

I followed 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.

I have worked in a variety of environments such as:

- Small scale projects with four team members.
- Leading a team for 8 weeks while developing on an in-house engine.
- Work as the Design Lead in a team of 30+ Developers.

I have had a plethora of experience in various fields of game design, from System Design to UI/UX, I have gained a strong understanding of multiple areas.

Interests

Games - Chief among the things which keep me occupied are Games, especially multiplayer games. Recently I have enjoyed raiding in Destiny 2 and running a Dungeons and Dragons

campaign as a Dungeon Master.

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.

Music - From learning guitar as a kid, to spending hours listening to tracks, music has always been a huge interest of mine