Victor Gomes

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SUMMARY

Combat/Technical Designer with a programming background. Experienced using Unreal Engine and Unity. **Skilled in combat design, scripting, and enemy design.**

SKILLS & ABILITIES

- **Experienced** in developing game prototypes in **Unreal Engine and Unity.**
- Proficient in several Unreal Engine 5 systems, such as **Blueprints, the Gameplay Ability System, Behavior Trees, EQS, Animation Sequencer, Niagara, and Chaos Vehicles.**
- **Skilled at designing and developing enemies and bosses**, all the way from conception, to implementation, testing and finally polishing.
- Skillful at **creating documentation** both in Confluence and Miro for a multidisciplinary team, as well as **conducting playtesting sessions**.
- Knowledge in programming in **C++, C#, and Lua**, as well as using both **Perforce** and **Git** for version control, and **Hansoft** for task management.

RELEVANT EXPERIENCE

COMBAT/GAME DESIGNER, FISHLABS (CURRENTLY WORKING ON [REDACTED])

January 2026 – Present

COMBAT DESIGNER, FISHLABS (TOMB RAIDER: LEGACY OF ATLANTIS, UE)

June 2025 – December 2025
- Worked as **Combat Designer** on a section of the game.

GAME DESIGNER, FISHLABS (UNNANOUNCED LIFE SIM GAME)

September 2024– May 2025
- Worked as the **main designer** of a school themed life sim game.
- Designed the core elements of the expansion, **such as the progression system, customization options, and main player interactions.**
- **Designed 8 different minigames**, each with unique interactions and rewards.

GAME DESIGNER, FISHLABS (GOAT SIMULATOR REMASTERED, UE4)

April 2024– September 2024
- Responsible for **tweaking the Movement attributes** of the game (running, jumping, steering) to ensure it would faithfully recreate the original's game feel.
- Overhauled the **AI** of the game by reworking and polishing the **Behavior Trees, walking routes, interactions, and attacks of all the NPCs in the game.**
- **Fine-tuned the attributes** and feel of the 10+ vehicles of the game, as well as the values of over 20 of the playable Mutators in the game.
- Closed over **30 bugs** and worked closely with QA to improve the polish of the game.

COMBAT DESIGNER, FISHLABS (DEAD ISLAND 2: NEIGHBORHOOD WATCH, UE4)

December 2023– April 2024

- Responsible for **balancing the attributes of the 3 main classes** of the game and the **Co-op Scalers** when playing in Multiplayer.
- Reworked **5 Player Abilities** to ensure each one would feel unique; while also **fine-tuning over 10** of them to guarantee they would be easy and fun to use.
- Did a balance pass on the enemy compositions of the **30 missions of the game** to ensure a smooth experience. I contributed to the design of 2 Session Modifiers.
- **Closed over 10 bugs** and worked closely with QA to improve the polish of the game.

JUNIOR COMBAT DESIGNER, FISHLABS (CANCELLED CONSOLE/PC TITLE, UE5)

June 2022 – December 2023

- Prototyped several systems for a 3rd person Sci-fi shooter using Blueprints, including **player abilities, enemy interactions, weapons, melee attacks, and health mechanics.**
- **Designed, prototyped, and balanced 3 "alien shooter weapons"**; additionally, fine-tuned the attributes of 2 military weapons, such as spread, accuracy, and damage.
- **Responsible for designing and implementing the AI behavior**, attacks, and queries of 5 enemies using Unreal´s BT´s and Blackboards, and later [Kythera](#).
- In charge of the **design of a drivable vehicle** as well as fine tuning its different attributes, like camera speed and position, acceleration, steering, and suspension.
- Frequently **wrote and updated documentation** of mechanics and systems in which I worked on and shared it with colleagues to better communicate ideas.

GAME DESIGNER, FREELANCE (UNRELEASED MOBILE GAME, UNITY)

September 2020 – December 2021

- Developed several gameplay aspects including **enemies, collectibles, character abilities, the score system, and the different layouts of an Infinite Runner game.**

EDUCATION | **MS IN COMPUTER SCIENCE AND ENGINEERING – IST – LISBON (PORTUGAL)**

2019 - 2021

BS IN COMPUTER SCIENCE AND ENGINEERING – FCUL– LISBON (PORTUGAL)

2016 - 2019

CERTIFICATIONS
- [Masterclass in Boss Fight Design](#) – Mejerwall Consulting – Online
- [Unreal Engine C++ Developer: Learn C++ and Make Video Games](#) – Udemy.com – Online
- [Unreal Engine Cinematic Creator for Video Game Design](#) – Udemy.com – Online

LANGUAGE SKILLS | Spanish (Mother Tongue), English (C1), Portuguese (C1)