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 gameplay balance and tuning.

SKILLS & ABILITIES

- Experienced at developing game prototypes in Unreal Engine and Unity.
- Skilled at creating documentation for a multidisciplinary team and conducting playtesting sessions.
- Knowledgeable in programming in C++ and C#, as well as using both Perforce and Git for version control, and Hansoft for task management.
- Familiar with several Unreal Engine 5 systems, such as Niagara, Behavior Trees, Animation, Sequencer, and Chaos Vehicles.
- Spent my time during my Master's doing level design, scripting, and general game design in several game projects, both personal and academic.

RELEVANT EXPERIENCE

COMBAT/GAME DESIGNER, FISHLABS (CURRENTLY WORKIN ON [REDACTED])
September 2024 – Present

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 the movement 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. Also, 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 the Kythera AI middleware.
- In charge of the design of a drivable vehicle as well as fine tuning it's 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 of the game including enemies, collectibles, character abilities and the score system.
- Designed and constructed an "Infinite Runner" level inside Unity, including the layout and the placement of enemies and collectibles.

EDUCATION

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

2019 - 2021

- Specialized in Game Development, Interaction and Visualization.

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

2016 - 2019

OTHER ACCOMPLISHMENTS

- Participated in 3 Game Jams as a Scripter and Programmer.
- Worked on 5 projects made in Unity, both as a Designer and Programmer.
- Created 3 game prototypes in Unreal Engine.
- Created a Game Engine from scratch using OpenGL.

LANGUAGE SKILLS

- Spanish (Mother Tongue), English (C1), Portuguese (C1)