Felipe Holanda Bezerra

Technical Game Designer

I am a Game Design student at Vancouver Film School. Also, I have a Bachelor's degree of Computer Science by the Pontifical Catholic University of Rio de Janeiro (PUC-Rio). I have experience in working with various game development tools for more than five years. Truly passionate about everything related to game development, I strongly believe in games' potential as industry, media and culture.

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🅰 Portuguese - First Language
English - Advanced
German - Intermediate

Relevant Experience

Vancouver Film School   **October 2022 - October 2023**
Game Design Program
- Overdeveloped - Final Project
  - Worked as game designer, gameplay programmer, UX / UI designer and programmer as well as audio designer (soundtrack)
- Dreamscape - Team Project
  - Worked as gameplay programmer and game designer

ICAD / VisionLab - PUC-Rio   **April 2017 - February 2021**
Intern at research & development laboratory on technologies for electronic games. Awarded for Soundtrack. Worked on two published PC titles there:
- Spookyard - 2017
  - Worked as gameplay programmer and audio technical designer
  - Developed SFX
- Shape Arena - 2019
  - Worked as audio designer
- Rythenia - 2020
  - Award for own authored soundtrack for an Undergraduate Final Project game prototype

AqueceRio & Rio2016   **February and August 2016**
IT Volunteer at the Taekwondo venue in the Olympic Games in Rio de Janeiro

FIFA World Cup 2014   **June - July 2014**
Volunteer at Football For Hope Festival

Awards & Certifications

- Vancouver Film School Student Awards - Best Board Game
- SBGames 2020 - Rythenia Original Soundtrack - 1st at Sound Design - Arts Festival
- SBGames 2017 - Spookyard - 2nd Place at Game Expositors
- English - Cambridge Assessment English
- German - DSD II - Deutsches Sprachdiplom

Soft Skills

- Teamwork
- Communication
- Resourcefulness
- Work / Life Balance
- Documentation
  - GDD, TDD, LDD

Hard Skills

- Unreal Engine
- Unity Engine
- MonoGame Framework
- Git
- C#
- C / C++
- Java
- Python
- Lua
- Adobe Photoshop
- Apple Logic Pro
- Audacity
- Reaper
- MuseScore
- Visual Scripting
- Web Front-end Programming
- Database Programming

Hobbies

- Playing games
- Music Composition
- Nature Photography
- Reading
- Drawing