Jénilson Martins Da Silva

Technical Game Designer

- 🔗 www.jenilsonmds.com
- ✉ jenilsonmds@hotmail.com
- 💼 My LinkedIn

SUMMARY

I am a Technical Game Designer with a user-centred approach, drawing inspiration from UX principles to research, design and rapidly prototype features & systems.

SKILLS

Software
- Unreal Engine 4/5
- Godot
- Perforce
- Jira & Confluence
- Miro
- Office Suite
- Blender

Hard Skills
- Camera Systems
- Player Abilities/3Cs
- Visual Scripting (Blueprints)
- GDScript
- Design Documentation
- Rapid Prototyping
- Design Thinking
- Research & Analysis
- Playtest & Iteration

Soft Skills
- Cross-Discipline Communication
- Public Speaking
- Proactive
- Adaptability
- Resilient
- Self-Sufficient
- Leadership

LANGUAGES

Dutch — Native/Bilingual

English — Fluent

💼 PROFESSIONAL EXPERIENCE

Vertigo Games 🔗
Feature Design Intern | Unannounced VR project
02/2025 – 07/2025
- Designed and iterated on features for VR platforms to deliver on the project's vision through playtests, feedback and iteration.
- Implemented design prototypes using a visual scripting tool (Blueprints) in Unreal Engine 5.
- Wrote clear design documentation using visual content to share with other disciplines and teams.
- Supported the design team with the implementation of core puzzle features and building content to showcase possibilities.
- Closely collaborated with other feature designers, the content team, programmers and the creative leadership.

📁 HIGHLIGHTED PROJECTS

Job Hunt | Personal Project 🔗
Solo Developer | Arena Shooter | Godot Engine 4.3
09/2024 – 02/2025
- Designed a fast-paced, combo-driven combat experience for an FPS using a text-based scripting language (GDScript).
- Scripted player abilities on top of an existing plugin.
- Designed & scripted AI state machines, encounters and wave spawning logic for enemy behaviour and created a challenging experience.
- Designed & scripted weapons that complement the player´s moveset and core combat mechanic.

Shred Off | Student Project 🔗
Technical Designer | Team: 12 | UE5
09/2023 – 07/2024
- Designed and implemented a trick system using Blueprints and animation systems, going from concept to final implementation.
- Designed and implemented the scoring system and its UI, tying the trick system and combat together to create a cohesive experience.
- Created documentation to align developers on game direction, defining core game loops, game rules, and player UX personas.
- Led project management processes using Scrum methods.

Pango | Student Project 🔗
Technical Designer | Team: 17 | Unreal Engine 5
04/2023 – 06/2023
- Developed camera systems and player abilities (3Cs) using blueprints in collaboration with other disciplines.
- Led the design team, QA and managed the project by gathering information with other discipline leads for production.
- Promoted collaboration across the team to implement game systems.

🎓 EDUCATION

Breda University of Applied Sciences 🔗
Bsc Creative Media & Game Technologies
09/2021 – 07/2025 | Breda, The Netherlands
Graduated with a GPA of 3.53 (8.0).
- Learned game design fundamentals & project management.
- Specialised in Game Design with technical skills.