





Jénilson Martins Da Silva

Technical Game Designer

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SUMMARY

I am a Game Designer with a user-centred approach and focus on action-adventure games.

I strive to make engaging games with a tight game loop through collaborative efforts.

Besides gaming, I enjoy reading books and comics, anime, running and concerts.

SKILLS

Software

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

Hard Skills

- UE Blueprints
- GDScript
- Design Documentation
- Rapid Prototyping
- Analytical Thinking

Soft Skills

- Cross-Discipline Communication
- Collaboration
- Public Speaking
- Critical Thinking
- Adaptability
- Resilient
- Self-Sufficient

LANGUAGES

Dutch — Native/Bilingual

English — Fluent

PROFESSIONAL EXPERIENCE

Vertigo Games | Story-driven, Action-Adventure

Game Design Intern

02/2025 – 07/2025

- Designed, iterated and owned features for VR platforms to deliver on the project's vision through playtests, feedback and iteration.
- Implemented various design prototypes using Blueprints in Unreal Engine 5 that the content team used in blockouts to test challenging gameplay sections.
- Wrote design documentation using visual material such as flow charts and diagrams to describe mechanics and features, creating alignment with other disciplines and teams.
- Supported the gameplay design team with the existing design of core puzzle features and building content to showcase possibilities.
- Closely collaborated with other technical designers, the content/narrative team, programmers and the creative leadership.

WORK EXPERIENCE

Job Hunt | Arena Shooter

Game Designer (Solo project)

09/2024 – 02/2025

- Designed a fast-paced, combo-driven combat experience for an FPS using a text-based scripting language (GDScript).
- Scripted player's mechanics, abilities and weapons.
- Designed & scripted AI state machines, events 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 | 3rd-person Snowboarding Shooter

Technical Game Designer + Team Lead

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 the game's direction, defining core game loops, game rules, and player UX personas.
- Led project management processes using Agile methods.

Pango | 3D Adventure Platformer

Technical Game Designer + Design Lead

04/2023 – 06/2023

- Developed camera systems, player mechanics (3Cs), using blueprints in collaboration with multiple disciplines.
- Led the design team, QA and managed the project with other discipline leads, which kept the project aligned and allowed developers to work without issues.
- Implemented and designed Audio using Unreal Meta Sounds.

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 in Unreal & Godot.
- Gained Level Design experience through modding (Quake level).