



Heitor Mendonça

Born in 19-05-1999

Experience

Pulsatrix Studios | 2022 - Present
Level Designer

- Planning, prototyping, and blockout levels using BSP and simple geometry.
- Responsible for GDD and LDD

Pulsatrix Studios | 2020 - 2022
Manager/Marketing Director

- Managed all social media pages and created engaging posts to achieve more Wishlists on Steam.
- Weekly reports to an international publisher on development updates and production status.
- Review localization kits and dubbed recordings from outsourced studios

Languages

Portuguese ★★★★★
Native

English ★★★★★
Fluent

Swedish ★★★★★
Beginner

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Profile

Enthusiastic gamer trying to take his first steps in the industry, currently at the national indie exponent Pulsatrix Studios with its game Fobia - St. Dinfna Hotel. Worked actively managing social media and marketing campaigns, while absorbing knowledge about the entire production chain of game development. Now, looking to self-learn to be a Level Designer.

Education

- Game Design Specialization | 2024-2026 (Futuregames, Stockholm)
- Computer Engineering | 2020-2024 (IF Goiano, Trindade)

Skills

- Unreal Engine 5
- Problem-Solving
- Design Thinking
- Project Management

Interests

