

Elivelton Nascimento

Single, 28 years old.

Location: São Paulo -SP

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Portfolio www.elivelton.dev

Summary

Game Developer and Game Designer with over 4 years of experience in developing web and mobile games using Cocos Creator, Unity, JavaScript, TypeScript, and C#. Experience in leading multidisciplinary teams, managing digital products, and quality assurance. Expertise in developing game mechanics, interfaces, systems, and integrating functionalities for web and mobile platforms, combining technical, creative, and strategic vision to deliver high-impact products.

Technical Skills

PROG. UNITY	●	●	●	●	●
COCOS CREATOR	●	●	●	●	●
IMAGE EDITING	●	●	●	●	●
FRONT-END	●	●	●	●	●
GIT	●	●	●	●	●
UNREAL ENGINE	●	●	●	●	●
ENGLISH	●	●	●	●	●
3D MODELING	●	●	●	●	●

Experiences

GAME DESIGNER | GAME DEVELOPER | FRONT-END | PRODUCT OWNER - 06 / 2022 - PRESENT

- I developed over 20 games for web and mobile platforms using Cocos Creator, Unity, and Phaser. I led a multidisciplinary team composed of designers, artists, and programmers. I acted as Product Owner, defining the roadmap, prioritizing the backlog, and validating deliverables.

MARKETING ASSISTANT- 09 / 2021 - 06 / 2022

- I managed social media, created physical and digital content for business promotion, edited photos and videos for various purposes, and promoted and organized events.

GRAPHIC DESIGNER - 11 / 2019 - 06 / 2022

- I created artwork for: Business cards, flyers, banners, stamps, stickers, magnets.

COMPUTER TECHNICIAN - 09 / 2013 - 01 / 2018

- Experience in repairing and assembling desktop and notebook computers.

Courses

BACHELOR'S DEGREE IN GAME DESIGN - UAM - 2018-2022

- Áreas Exploradas: Criação de Jogos, Ilustração Digital, Modelagem 3D, Programação, Level Design, Narrativa, Gerenciamento de projeto.

TECHNICAL COURSE IN ADMINISTRATIVE SERVICES - SENAC - 2016-2017

- Areas Explored: Creation and Management of Companies; Teamwork; Customer Service; Administrative Routines; Social Entrepreneurship; Environment and Sustainability.

OTHER COURSES

- VR development course in Unity; Extension course in Level Design; Introduction to Unreal Engine; Computer and network assembly and maintenance; Creature modeling with Zbrush.