

Gianna Weitz (Giovanna Mateus)

Game Designer

PERSONAL PROFILE

Entry Game Designer looking for a new guild to complete quests with. I can support the party with excellent communication, organisational and design skills to overcome any challenge. Very self-driven and always looking for ways to improve and learn new skills. Striving for a career in industry and as a researcher, wanting to improve games design with the insight of psychology.

WORK EXPERIENCE

Freelance Designer	January 2019– Present	Durham University	Design for an educational game for a humanitarian law module Development of Prototype
Entry Game Designer	June 2018 – September 2018	PlayMagic Ltd.	High-level design documentation Balancing Feature Design Combat Design Prototyping & Visual Scripting

EDUCATION

Msc	Present	Teesside University, Middlesbrough (UK)	Psychology	Expected to graduate in 2019
BA	2016 – 2018	Teesside University, Middlesbrough (UK)	Computer Games Design	First Class Honours
		Modules:		
		3rd Year		
		Contemporary Studies	96.4%	
		UI Design (in Unity)	94%	
		Beta Arcade	72%	
		Final Year Project	78%	
		2nd Year:		
		Games Productions and Development	91%	
		Level Design (UE4)	78%	
		Casual Games Development	81%	
		Creative Portfolio	78%	
		Journeyman (Lead Design Role)	81%	
10 Credits	Summer 2017	Teesside University, Middlesbrough (UK)	Introduction to ociology	69%
10 Credits	Summer 2017	Teesside University, Middlesbrough (UK)	Introduction to Peoples Management	60%
HND	2014 – 2016	ETIC, Lisbon (Portugal)	Animation and Videogames	Overall Grade MERIT

CONTACT

EMAIL

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PORTFOLIO

GiovannaMateus.com

SKILLS

LANGUAGES

German (Mother Tongue)
Portuguese (Mother Tongue)
English (C2)
Italian (A1)
French (A1)

PROGRAMS

Good Knowledge:
Adobe Photoshop & Premier
Unreal Engine 4
Unity
MS Office
Toon Boom

Basic Knowledge:
Adobe Flash & After Effects
Autodesk Maya
Motionbuilder

Beginner Knowledge:
Blender
Spriter

TECHNIQUES

Good Knowledge:
Level Design
Level Building
UI Design
Game Balancing
Project Management
Image Editing

Basic Knowledge:
Blueprints
System Design
Combat Design

Beginner Knowledge:
C# Scripting

Other Relevant Experience

2018 – Present	Student Ambassador	Promoting higher education communicating the benefits and facilities Teesside offers.
2017– 2018	Chair for the Games Creation Society	Organizing events and extra-curricular activities for members such as workshops, open debates and guest speakers on a weekly basis.
2017 – 2018	School Rep for the School of Computing Media and Arts	Responsible to represent the school at meetings and forward any issues relating to it.
Summer 2017	Copywriter for Fortuna Casino Games	Responsible to write short game descriptions
2016 – 2017	Course Rep for Computer Games Design	Responsible to represent the course at meetings and forward any issues relating to it.
2016 August	Freelance Video Game Journalist at Gamescom Rubber Chicken	I attended press conferences, presentations and wrote articles about the event.
2015 Dec – 2016 June	Tiles Domination (Personal Project in Unity)	Responsible for the project and team management and all design and art tasks.
2015 August	Freelance Video Game Journalist at Gamescom Pushstart	I attended press conferences, presentations and wrote articles about the event.
2015 May – July	Freelance Artist Stratera Studio	I was responsible for some small art work.

ACHIEVEMENTS

14 Stripes of accomplishment Games Creation Society 2018

Learning Community of the Year 2018 Games Creation Society

School Rep Team of the Year 2018

Voluncheers Runner Up Student Union Award 2018

Voluncheers Gold Award 2018

Nomintated for (2018): School Rep of the year, Societies Personality of the Year, Most improved Society of the Year, Society of the Year

TechProf (Technical Professional) award at the Teesside University Expotalent Event 2017

“Best Game Concept” out of all first and second year presentations for my HND final year project (2016)

GAME JAMS

I have participated and organized 10 game jams since summer of 2015.

Other Experience

To support my studies I have worked in several other work environments that have taught me excellent communication skills, teamwork and self-dependence.

INTERESTS

Game Jams
Table-top Gaming
Pole Fitness
Gym
Capoeira
Battle Re-Enactment
Cooking
Travelling
Reading
Gaming and Game Dev Events