

Welliton Souza

Game Developer

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SUMMARY

I'm a passionate game developer, working professionally with games for the last 3 years, focusing on Technical Art, UI/UX and programming skills. I develop a lot of projects in game jams, where I was able to enhance my skills and study more about Game Design and 2D Art. My background working on these areas show me how to communicate efficiently with a team, learning how to listen attentively.

PROFESSIONAL EXPERIENCE

Technical Artist and UI Coordinator

Flux Games

2022 - 2023

As the UI Coordinator, I was responsible for implementing all UI designs and communicating with the programming team on planning how to implement it in its optimized way. Among some challenges, i can highlight:

- Creation of the UI Pipeline;
- Creation of HLSL UI Shaders,
- Maintenance of all UI elements and its assets to work appropriately on different platforms.

Technical Artist and UI Technical lead

Flux Games

2021 - 2022

As a technical artist, I created some shaders for cenario and collaborated creating tools to organize the project and validate animations inside Unity. As a UI Technical Lead, I was responsible for implementing all UI elements according to designs and its related animations. I can highlight:

- Creation of systems to communicate the UI with world object;
- Creation of a component to ease implement tween and standard animation clips for UI elements.

EDUCATION

Postgraduate in Digital Media

2022 - 2023 Estácio, São Paulo

Associate degree in Digital Games

2018 - 2021 - Fatec Carapicuíba, São Paulo

PROJECTS

Cobra Kai 2: Dojos Rising — *Technical Artist & UI Technical Lead*

The Walking Dead: Destinies — *Technical Artist & UI Coordinator*

Stand And Fight — *Design, UI and System Programmer*

The books tale: A hop adventure — *UI/UX Designer;*

SKILLS

- **Unity Engine**
 - **URP**
 - **Shader Graph**
 - **Timelines**
 - **UI**
 - **2D Pipeline**
 - **C# Scripting**
- **Photoshop**
- **Illustrator**
- **Aseprite**

ACHIEVEMENTS

My Pet Alive!

Selected game to be on Campus Party - 2018

Loops

Awarded game on the IZTECH Game Jam 2021

Shine e Dusk

Awarded game on CFN Game Jam - Respectively in 2018 and 201