



TOMAS LONGO

TECHNICAL GAME DESIGNER

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Portfolio: <https://tomas-longo-portfolio0.webnode.pt/game-developing/>

SKILLS

Unreal Engine | C++
Game Design
Technical Design
Prototyping
Game Audio
Unity | C#
Board Games
Agile

AWARDS

Portugal Playstation Talents 2021:
Most Innovative Game
Nintendo Life Indie Spotlight: Official Selection
Most anticipated national game nominee for Moshbits Awards 2021
2º place at the national programming C# contest for Arduino
Merit award at 12º grade

LANGUAGES

English (Professional Working)
French (beginner)
Portuguese (Native)

EDUCATION

Bachelor's degree in Games and Multimedia
(Polytechnic University of Leiria - Portugal)
2020-2022

SUMMARY

Technical designer specializing in Unreal Engine, I am passionate about creating games that push the boundaries of creativity and imagination.
My approach focuses on designing systems and prototyping solutions while ensuring the integrity of the process until the final result.
Benefitting from my professional background in Germany, I excel in international settings as in remote work.

PROFESSIONAL EXPERIENCE

Technical Designer "Off The Grid" (Gunzilla Games) AAA

Frankfurt am Main Germany 2022-Present / team: +200 ppl

- Designed, documented, and implemented features for Gameplay Mechanics, UI, and Missions.
- Participated in all phases of the design and construction processes
- Optimized the project for online gameplay, and balanced mechanics.
- Acted as a conduit between Design and Engineering teams

Game developer "Njinga" (Team Njinga) Indie

Remote 2021 / team: 6 ppl

- Responsibility for the construction of the vertical slice of the game
- Setting of the level design for the project

OTHER PROJECTS

Game designer "Onis" (Primis Games)

Leiria Portugal 2021-2022 / team: 3 ppl

- Responsible for the game design, Marketing and team management

Game developer "InSpirit" (Primis Games)

Leiria Portugal 2020-2021 / team: 3 ppl

- Responsibility for the construction of the vertical slice of the game

Solo dev "Wings of Wonder"

2023-Present / team: 1 ppl

- Solo developing the full game with unique IP and assets

Solo dev "Hnefatafl-3D"

2022 / team: 1 ppl

- Creating a replica of the board game in digital version

Game developer "Point of View"

2021 / team: 8 ppl

- Developing a multiplayer shooter