

# Victor Martins De Oliviera



## EDUCATION

### Futuregames - Game Design

Sept 2023 - (on going) Game development education with specialization in level & technical design,

### Futuregames - Immersive Experience Creator

Sept 2022- Dec 2023 (Graduated) Virtual reality education with specialization in XR game development & Design, ([XR](#) / [VR](#) / [AR](#))

## SKILLS

Design Minded  
Problem solving capabilities  
Exceptional teamwork  
Technology proficient  
Creative  
Systematic & Stoic

## PROJECTS

### Untitled Skeleton Game - Futuregames project

- Level, Narrative & Cinematic Design
- Available on [Itch.io](#)

### Caves, Shrooms and Crystals - Futuregames project

- Level designer
- Available on [Itch.io](#)

### Gissa Vem - TV Gameshow made with Virtual Production

- Production assistant
- Available on [SVT](#) (Swedish Television)

## CERTIFICATES

### Rookies

Immersive | Rookie of the Year Certificate

### XR Hack

XR Prototype | Meta's Social / Casual Gaming | Runner Up Certificate

## AWARDS & NOMINATIONS

### FGA24

Award: Best Animation

Nominations: Judge's Choice  
Best Level Design  
Best Narrative

## PORTFOLIO

[victormartinsdeoliviera.com](#)

## LANGUAGES

English  
Brazilian Portuguese  
Swedish

## PROGRAMING - LANGUAGES

C#  
Unreal Blueprints

## SOFTWARE SKILLS

Unity  
Unreal engine  
Various Proprietary -  
Game Engines

Blender  
Fmod  
Perforce  
Github, LFS  
Fork

Jira  
Miro  
Figma

Discord  
Slack

## CONTACT

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