

# Felipe Holanda Bezerra

## Technical Game Designer

Currently, I am Business Management student at BCIT. I'm also a Technical Game Designer graduated from Vancouver Film School. I have a Bachelor's degree of Computer Science by the Pontifical Catholic University of Rio de Janeiro (PUC-Rio). I am experienced in working with various game development tools for more than six years. Truly passionate about everything related to game development, I strongly believe in games' potential as industry, media and culture.

## Relevant Experience

### British Columbia Institute of Technology

Jan 2024 - Current

Business Management Advanced Diploma

- Set A Class Rep
  - Currently I'm one of the reps for my class' Set A

### Vancouver Film School

Oct 2022 - Oct 2023

Game Design Program

- Overdeveloped - Final Project
  - Worked as game designer, gameplay programmer, UX / UI designer and programmer as well as audio designer (unarranged version of the original soundtrack)
- Dreamscape - Team Project
  - Worked as gameplay programmer and game designer, I also provided the original soundtrack

### ICAD / VisionLab - PUC-Rio

Apr 2017 - Feb 2021

Intern at research & development laboratory on technologies for electronic games. Awarded for Soundtrack. Worked on two published PC titles there:

- Spookyard - 2017
  - Worked as gameplay programmer and audio technical designer
  - Developed SFX
- Shape Arena - 2019
  - Worked as audio designer
- Rythenia - 2020
  - Award for own authored soundtrack for an Undergraduate Final Project game prototype

### AqueceRio & Rio2016

Feb and Aug 2016

IT Volunteer at the Taekwondo venue in the Olympic Games in Rio de Janeiro

### FIFA World Cup 2014

Jun 2014 - Jul 2014

Volunteer at Football For Hope Festival

## Awards & Certifications

- Vancouver Film School Student Awards - Best Board Game
- SBGames 2020 - Rythenia Original Soundtrack - 1st at Sound Design - Arts Festival
- SBGames 2017 - Spookyard - 2nd Place at Game Expositors
- English - Cambridge Assessment English
- German - DSD II - Deutsches Sprachdiplom



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Portuguese - First Language  
English - Advanced  
German - Intermediate

## Soft Skills

- Teamwork
- Creativity
- Resourcefulness
- Work / Life Balance
- Documentation
  - GDD, TDD, LDD

## Hard Skills

- Unreal Engine
- Unity Engine
- MonoGame Framework
- Git
- C#
- C / C++
- Java
- Python
- Lua
- Adobe Photoshop
- Apple Logic Pro
- Audacity
- Reaper
- MuseScore
- Visual Scripting
- Web Front-end Programming
- Database Programming

## Hobbies

- Playing games
- Music Composition
- Nature Photography
- Reading
- Drawing