

Miguel da Cruz Cacho Vaz Gonçalves

27 Bath Street, Leamington Spa, CV31 3AF, United Kingdom
www.cachodesign.com | cacho_vago@hotmail.com | 7401313128

Date of birth 19 Feb 94 | Nationality Portuguese

EDUCATION

- Sep 2015 - June 2018** **Computer Game Design and Production - Northumbria University, UK**
This degree has been designed to develop professional skills and awareness through the creation of game concepts and assets, game prototyping, production and leadership, and the wider cultural and critical contexts of games.
Graduated with a 1st
- Sep 2013 - June 2014** **Computer Science - Newcastle University, UK**
Although it was only for a year, this wide-ranging course equipped me with a general understanding of a broad variety of computer science topics.
- Sep 2010 – June 2013** **Professional Diploma in Multimedia Techniques – EPCI (Professional School of Communication and Image), Lisbon, Portugal**
The focus of my studies was Multimedia Techniques where I studied the design and production of digital multimedia content. The diploma is a level 4 qualification and covered technical and artistic techniques. I additionally studied English, Mathematics, Portuguese, History of Arts and Philosophy as part of the course.
Final average grade – 90% (18/20) / Final professional project grade – 100% (20/20)

WORK EXPERIENCE

- January 2022 – Present** **Acting Lead Game Designer, Exient, Royal Leamington Spa, England**
Spearheading the *Leamings: The Puzzle Adventure* project. Manage the design team, assign tasks and coordinate the different disciplines to efficiently develop and deliver features with the objective of improving the game's performance and overall profit. Also continuously add more content to keep the game's health and longevity.
- June 2019 – January 22** **Game Designer, Exient, Royal Leamington Spa, England**
In-charge of designing features to make the game more enjoyable while also improving the overall KPI's. Worked in the following free-to-play games: *Dancing With the Stars, Angry Birds Transformers, Match Harmony and Dance Talent*.
Also in-charge of creating pitch documents to present to different companies/clients.
- June 2018 – June 2019** **Junior QA Game Designer, Exient, Royal Leamington Spa, England**
Created tickets in Jira and assigned them to the appropriate people.
Designed creative solutions for fixing some faulty/rough features.

Dec 2017	Playtester, <i>Ubisoft Reflections</i>, Newcastle upon Tyne, England Tested the new “global event” for the game The Division. Played in a team of other testers to test the new mechanics and conditions developed for the new event
Nov 2017	Playtester, <i>Ubisoft Reflections</i>, Newcastle upon Tyne, England Tested a new game in development (identity protected by NDA) while providing my input and constructive criticism on the mechanics and overall feel of the product.
Jun 2013 –Sep 2013	Web and Graphic Designer, <i>El Corte Inglés</i>, Lisbon, Portugal El Corte Ingles is the biggest department store in Europe. My job was a combination of both graphical design and programming. I worked effectively in a team, bridging the gap between the IT department that developed the website and the Graphics department that produced all the image and artwork.

LANGUAGES

Portuguese Fluent (Native Speaker)

English Fluent

Spanish Fluent

TECHNICAL SKILLS

Software

- MS Office
- Adobe In Design
- Adobe After Effects
- Adobe Dreamweaver
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premier Pro
- Corel Draw
- Autodesk Maya
- Autodesk 3D Studio Max
- Unreal Engine / Unity
- SourceTree and Perforce

Video Games Industry

- Video Game Designer
- Level Designer
- Live Ops Designer
- Tester
- 2D & 3D Art
- Animation
- Concept Artist

Multimedia and Graphics Design

- Visual Identity Design & Branding (banners, posters, billboards etc)
- Video recorders and Photographic Cameras
- Video and Audio Editing
- Logos
- Screenwriting & Storyboard
- Freehand Drawing
- Digital Art
- Photo Manipulation
- 2D & 3D Art and Animation

ABOUT ME

- Hardcore gamer (I enjoy playing every genre, casual or competitive)
- I always try to keep in touch with the latest gaming news
- I've been developing a Skyrim mod for the past 3 years
- Made my own party card game and I'm now creating another one
- Attended various events in the industry and created numerous contacts with other companies
- I'm currently developing a small mobile game