

Nuno Santos

Combat Designer & Enemy Designer

✉ n.m.santos8@gmail.com 📍 Portugal 🔗 nunosantos.carrd.co 🌐 linkedin.com/in/nunosantos81

🎮 SUMMARY

I am a **Combat & Enemy Designer** with over 4 years of professional experience in which I have worked on **two shipped games** where I acted as **Game Designer**, **Technical Designer** and **Gameplay Programmer**.

I have excellent communication and documentation skills and I am experienced at **designing** and **scripting** deep, engaging **gameplay systems** and **mechanics**.

🧠 SKILLS

Game Engines

Unity / Unreal Engine 5

Programming Languages

C# / C++ / Lua / Python

📁 PROFESSIONAL EXPERIENCE

2024 – present

Game Design Skills

Playmaster / Playtest Coordinator

- **Helped game designers improve their games** by organizing and leading biweekly **Playtest Sessions**.
- **Accelerated design iterations** by providing game designers with **video highlights of their playtests**.
- **Facilitated collaboration** with the Playtest Organization team by **setting up tools and writing relevant documentation**.

2021 – 2024

Portugal

Golden Bug Studios

Game Designer / Technical Designer / Lead Programmer

- **Improved gameplay fluidity and strategic possibilities in Combat** by designing and implementing tight and responsive **movement controls, varied abilities and a dynamic talent system**. ☑
- **Expanded gameplay variety** by taking full ownership of **Enemy Design**, creating over **100 distinct enemies and 8 boss fights** - from **decision tree diagrams** to actual **engine implementation**. ☑
- **Enhanced player engagement** by designing **narrative-driven** and **challenge-appropriate levels** - from **Paper Sketch** to **Blockout**. ☑

2020 – 2021

Portugal

Nerd Monkeys

Technical Designer / Gameplay Programmer / Port Programmer

- **Out of Line** - best game at PlayStation Talents 2017.
 - **Solved complex problems with simple solutions under tight deadlines** - creating the player's death sequence. ☑
 - **Iterated and improved the player experience** by analysing playtest data and resolving confusing and unclear scenarios. ☑
 - Got the game **launch-ready** by **fixing hundreds of bugs** and ensuring **optimal performance**.
- **Short Games Collection** - multi-game application for the **NX**.
 - **Made the project possible!** - engineered a tool to have **multiple games in a single application for the Nintendo Switch**.
 - **Enhanced the visual experience** by designing and implementing the first version of a **dynamic 3D menu**.
 - **Ensured performance and input experience** when porting one of the games to the Nintendo Switch.

EDUCATION

2024 – present

Game Design Skills

Online Community [↗](#)

- **First Principles of Game Design Course** - improved my understanding on what drives successful games with a focus on **player psychology, motivations** and **emotions**.
- **Mastering Game Mechanics Course** - learned tools, processes and skills to **craft deep, engaging gameplay mechanics** (PvE, PvP, Co-op). Enhanced **design thinking** and **communication**.

2019 – 2020

Portugal

Unity 3D Video Game Programming Course

Master D Lda

- Basics of Unity Engine: **Gameplay, AI, Lighting, Art** and **Audio**.

LANGUAGES

Portuguese — Native/Bilingual

English — Native/Bilingual

German — Proficient