Nielisson Mendonça da Silva

UI/UX Designer and 2D/3D Artist

Paris, France

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About me

Passionate about game art, design, and development, I possess a diverse background encompassing graphics, game design, and programming. My portfolio includes games developed for clients and personal projects, showcasing my skills and growth. Actively engaging in game jams, I am also a committed member of Game Impact (gameimpact.fr), a French association.

Work Experience

2024-2025, UI/UX Designer

Creative Together Inc (Vize) - Paris, France

Figma : mockups, prototypes et parcours utilisateur.

2024-2025, Level et Environment Artist

Vestige - Paris, France

Blockout, croquis d'ambiance et intégration sous Unreal Engine d'environnements 3D narratifs.

2022-2023, UI/UX Designer and 2D/3D artist

My Lovely Planet - Paris, France

- Game & level design for mini-games while also developing graphics
- UI/UX and 2D animations

2021, Game Designer and 3D Artist

Marine Snow - New York, USA

Initially tasked with Game Design, I later expanded my role to encompass the app's UI/UX and 3D art.

2020, Graphic and Game Designer (internship)

Ubique Kids - Paris, France

Emphasized Game Design for accessibility while ensuring optimal performance through QA.

2018, GUI Integrator (internship)

Spiders studio - Paris, France

- Created Mock-ups/Wireframes and UI elements.
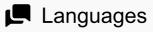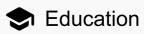- Integrated assets to enhance UI's visual identity.

Skills

Soft
Adaptability • Effective teamwork • Leadership • Scrum and Agile Development Methodology • Time Management

Hard
Adobe Suite (Ps, Pr, Id, Ai) • Animation • Audacity • Blender • C#, HTML and Basic CSS • Documentation: RGD, GDD, rhetorical compass etc. • Figma • Game System Design, balancing and Quality Assurance • Git • Unreal Engine • Unity (Pro Builder, Post-Processing, Terrain, Tilemap etc.) • UX & UI Design

Languages

- English (Near-Native)
- French (Bilingual)
- Portuguese (Native)

Education

Master's Degree in Fine Arts
Specialization in Game Design
Paul-Valéry University - France

PRO degree Game & Lvl Design
Paris XIII University - France

Bachelor's degree in Fine Arts
Lille 3 University - France

AA in New Media Technology
Essex County College - USA