

ARMANDO RITTER E SILVA

he/him

Level & Game Designer

Personal info

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armando_res@outlook.com

Bicester, England
(Willing to Relocate)

Links

/Portfolio

/Linkedin

Skills

Unreal Engine 5, Source 2 Hammer, IW Engine/Radiant, Photoshop,

Design: Level Blockouts, Paper Maps, Game Design Documentation, Playtesting and Iteration

Scripting: Unreal Blueprints, GSC (IW Engine C-Style scripting language)

Tools: Microsoft Teams, Github, Microsoft Office

Portuguese (Fluent) and English (Native)

Hobbies

Brazilian Jiu Jitsu, Judo

Competitive Shooters, Fighting Games, Story Rich Experiences, Comics & Manga

EDUCATION

Games Design, University of Staffordshire

STOKE-ON-TRENT SEPTEMBER 2023 – JULY 2026

Degree: BSc (Hons), Computer Games Design

In-depth study: Level Design

Games Development and Programming – Bicester and Banbury College

BANBURY SEPTEMBER 2021 – JULY 2023

Level 3 BTEC, Games Development & Coding

Won annual Game Jam

WORK EXPERIENCE

Burger King, Crew Member

Part-time

JUNE 2024 – PRESENT

- Worked in the kitchen communicating with a team to get food prepared as needed in high stress scenarios
- Quickly picked up new skills and company standards to be effective at the job at hand, as well as multi-tasking these new found skills

McDonald's, Crew Member

Part-time

AUGUST 2021 – JULY 2023

- Worked drive-thru and front of house, ensuring customer satisfaction and addressing any issues that arose

PROJECTS

Cagliostro - Single Player Level

Scripted stealth level created with Radiant for Cod 4, using written scripts in GSC (Infinity Ward's C-Style scripting language), set in the real world location of Kenilworth Castle

Scripting, Stealth, Adhering to Real World Scale

Favelinha - WIP 5v5 Defuse Map

Work in progress Defuse map for Counter Strike 2 created using Source 2 Hammer. Aiming to bring favela style verticality and BOPE aggression into Counter Strike through map design.

Blockouts, Playtesting, Iteration

Forerunner Incursion - Level Jam Project

Short level created using Halo Infinite's Forge editor for Steve Lee's LD Jam 10. Using the themes: backwards and identity to deliver a unique central mechanic, with unique puzzles and scripted combat encounters.

Combat Encounter Design, Puzzle Design, Rapid Prototyping

Bobber Buddies - Design Lead

Collaborative final year module where I worked with a team of 17 students across discipline, acting as the design lead, managing a small team of 2 other designers. Working on the Game Development document to design the core gameplay systems and created map blockouts.

Working as a Team, Leadership, Creating Documentation and Mechanics Diagrams