

Daniel França

LEVEL DESIGNER & GAME DESIGNER

● OPEN TO OPPORTUNITIES

PROFILE

Game Design graduate focused on Level Design, gameplay mechanics and rapid prototyping. Hands-on experience with Unity, C# and Blender, with an interest in creating clear, engaging player experiences through space, systems, pacing and iteration.

CORE EXPERTISE

01

Level Design

Level flow, pacing, exploration, challenge, readability and player journey.

02

Game Design

Mechanics, rules and systems with attention to clarity, engagement and balance.

03

Rapid Prototyping

Playable tests for concept validation, feedback and fast iteration.

TOOLS & SKILLS

Unity

C#

Blender

Level Design

Game Design

Gameplay Mechanics

Rapid Prototyping

Digital Projects

Analog Projects

EDUCATION

Technology Degree in Game Design

Centro Universitário Internacional UNINTER

GRADUATE

LANGUAGES

English - Fluent