

José Santos

Game Designer

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Profile

Game Designer with a strong academic background and hands-on experience in experimental and narrative-driven games. Focused on player psychology, mechanics, and meaningful interaction design.

Skills

Game Design:

Mechanics design · Systems design · Level design · Player psychology · Prototyping

Engines & Tools:

Unity · Godot · Unreal Engine 5 · FMOD · Photoshop · Blender

Programming:

C# · HTML · CSS

Narrative:

Game writing · Interactive storytelling

Soft Skills:

Problem-solving · Creative thinking · Adaptability & learning mindset · Attention to detail · Critical thinking

Other Skills:

Playtesting · Iteration · User feedback

Projects

The Game That Lies — Academic Thesis Project

Oct. 2024 – Oct. 2025

The Game That Lies is a minimalist platformer that uses deceptive mechanics and shifting rules to explore depression, developed as an experimental extension of my thesis research.

Marsh Explorer

Mar. 2023 – Jul. 2023

Marsh Explorer is a casual exploration game set in a recreation of Santiago da Fonte's salt marsh in Aveiro, where players photograph and catalog local fauna, flora, and learn about traditional artisanal salt production.

GRIEF

Sep. 2022 – Dec. 2022

GRIEF is a 2D atmospheric game where players follow Wendy through an emotional journey of mourning inspired by the five stages of grief.

A Type Of Adventure

Sep. 2021 – Jul. 2022

A Type of Adventure is a 2D side-scrolling puzzle game where players use typing mechanics to help a character chase their dream of an epic adventure.

Education

Universidade de Aveiro

Master's Degree in Digital Game Development

2022 – 2025

Advanced interdisciplinary training combining game design, programming, and research through project-based learning, emphasizing user experience, gameplay systems, emerging technologies (VR/AR), and industry-oriented development practices.

Universidade Lusófona do Porto

Degree in Videogames and Multimedia Applications

2019 – 2022

Interdisciplinary training in game design, interactive media, and software development, emphasizing teamwork, prototyping, 2D/3D graphics, and full game production pipelines through project-based learning.

Languages

Portuguese (Native)
English (Fluent). CPE by Cambridge English
Spanish (Fluent)
German (Basic)
Italian (Basic)
French (Basic)