

Henrique Sousa

Game Designer and Developer

Website/Portfolio
plotlessplot.com

Email
henriquesousa.work@gmail.com

Twitter
twitter.com/plotlessplot

EXPERIENCE

Social Point - Barcelona, ES — *Game Designer*

MARCH 2016 - PRESENT

Game Designer and Product Owner, leading a small independent feature team inside one of Social Point's biggest games.

LisbonWorks - Lisbon, PT — *Game Designer*

AUGUST 2015 - MARCH 2016

Designed games and applications for TV platforms.

Stories Studio/Zuper Brain, Lisbon, PT — *Game Designer*

JUNE 2014 - MAY 2015

Designed "Hipster Thief", an infinite runner for iOS and Android, and "Zuper in Space", a prototype for a speech-therapy game.

Joyglitch - Porto, PT — *Game Designer & Developer*

OCTOBER 2014 - FEBRUARY 2015

Designed and developed "Elypt", a game for iOS and Android.

PlayMotion TV Apps - Lisbon, PT — *Game Designer*

SEPTEMBER 2013 - SEPTEMBER 2014

Designed games and applications for TV platforms.

EDUCATION

Universidade Católica Portuguesa

MA in Cinema and Audiovisual Arts

2010 - 2014

Universidade Católica Portuguesa

BA in Sound and Image

2007 - 2010

DESIGN SKILLS

Systems Design

Combat Design and Balancing

LiveOps Design

Economy Balancing

TECHNICAL SKILLS

Unity3D

C#

Python

HTML/JS

Excel/Google Sheets

LANGUAGES

English, Portuguese, Spanish