

Henrique Sousa

Game Designer

Skills

Henrique Sousa

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Portugal

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<http://plotlessplot.com>

Experience

I have experience in game design, game development, graphic design and writing. These skills allow me to easily create designs, convey them by using visual mockups and/or prototypes, and write clear and concise documentation as the project heads into production.

LisbonWorks / Game Designer

AUGUST 2015 - PRESENT | LISBON, PORTUGAL

Designing games and applications for TV set-top boxes.

Zuper Brain / Game Designer

NOVEMBER 2014 - MAY 2015 | LISBON, PORTUGAL

Co-designed "Zuper in Space", a game to help kids with speech disorders.

Joyglitch / Game Designer & Developer

OCTOBER 2014 - FEBRUARY 2015 | PORTO, PORTUGAL

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

Stories Studio / Game Designer

JUNE 2014 - MARCH 2015 | LISBON, PORTUGAL

Designed "Hipster Thief", a game for iOS and Android.

PlayMotion TV Apps / Game Designer

SEPTEMBER 2013 - SEPTEMBER 2014 | LISBON, PORTUGAL

Designed multiple original and IP-based games for TV set-top boxes.

Education

Universidade Católica Portuguesa

MA in Cinema and Audiovisual Arts

2010 - 2014 | PORTO, PORTUGAL

Universidade Católica Portuguesa

BA in Sound and Image

2007 - 2010 | PORTO, PORTUGAL