



Heitor Mendonça

Experience

Velove | 2025 - Present
Bike Rider (part-time)

Pulsatrix Studios | 2022 - 2025
Level Designer

- Planning, prototyping, and blocking levels using simple geometry and Blueprints.
- Responsible for Game Design Document

Pulsatrix Studios | 2020 - 2022
Social Media/Marketing Director

- Managed all social media pages and created engaging posts to achieve more Wishlists on Steam.
- Weekly reports to an international publisher on development updates and production status.
- Reviewed localization kits and dubbed recordings from outsourced studios

Languages

Portuguese ★★★★★
Native

English ★★★★★
Fluent

Swedish ★★★★★
Beginner



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Profile

Enthusiastic student looking for work. Previously worked actively managing social media and marketing campaigns, later as a junior level designer, giving my first steps in the game development industry. Now, studying game design specialization in Stockholm and working part-time as a bike delivery rider. Main hobbies are cooking and gaming, and recently started to learn to play the guitar.

Education

- Game Design Specialization | 2024-2026 (Futuregames, Stockholm)
- Computer Engineering | 2020-2024 (IF Goiano, Trindade)

Skills

- Flexibility
- Problem-Solving
- Design Thinking
- Project Management
- Unreal Engine 5
- Maya

Interests

