

# ARMANDO RITTER E SILVA

## Game and Level Designer

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First year university student from Bicester, Currently studying a Games Design Course at Staffordshire University.

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### SKILLS

#### Game & Level Design:

- Level design, blockout, pacing etc.
- Game design, implementation, balancing etc.
- Playtesting and iteration

#### Software:

- Unreal Engine, Construct
- Photoshop, Clip Studio Paint
- 3DS Max, Mudbox, Substance Painter

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### EDUCATION

BSC (HONS) COMPUTER GAMES DESIGN

#### Staffordshire University

September 2023 - Present  
Grade - N/a

LEVEL 3 GAMES DEVELOPMENT AND CODING(BTEC)

#### Bicester and Banbury College

September 2021 - July 2023  
Grade - DDD

GCSES & BTECS

#### The Bicester Technology Studio

Finished July 2021  
Computer Science-7, Maths-6, Portuguese-7, Art-6, Science-65, English Lit-6, English Lang-6, Business-L2M, Digital IT-L2M

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### WORK EXPERIENCE

#### McDonal's Crew Member

2021 - 2023  
Part time working mainly customer side, leaving due to University Studies

### LANGUAGES

#### English

Fluent

#### Portuguese

Fluent

### CLUBS

#### Brazillian Jiu Jitsu

2021 - Present

#### Judo

2023 - Present

#### Air Cadets

2019-2021