



LUIS SOARES

Game Developer | 3D Artist | UI/UX Designer

Contact

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Socials

@LuisSoares_213

Portfolio website

luissoares213.com

LinkedIn

linkedin.com/in/luissoares213

Soft Skills

- **Scrum/Agile**
- **Project Management**
- **Iterative Testing**
- **Technical Leadership**
- **Analytical Thinking**

Software

- Unity & Unreal Engine
- Visual Studio & GitHub
- Figma
- Blender & Substance 3D
- Adobe suite / Affinity
- Davinci Resolve
- Audacity & OBS

Languages

- **English:** C2 (Native/Bilingual).
- **Portuguese:** B1 (Intermediate).
- **Spanish:** A2 (Beginner).
- **Dutch:** A1 (Beginner).

PROFESSIONAL SUMMARY

Creative Media and Game Technologies graduate (**Cum Laude, 8.9 GPA**) with **2+ years of experience**. Expert in **C# for Unity** and **3D asset pipelines**. I specialise in building **intuitive UI/UX** for games and digital platforms. I have a proven track record of taking **full ownership** of projects, from the prototype to the final high-quality release.

CORE Skills :

- **Coding:** C#, HTML/CSS, Python, Flutter, Git, Gameplay Systems, Asynchronous Logic, and Technical Implementation.
- **Art:** 3D Modelling, Texturing, Concept Sketching, Animation, Rigging, High-to-Low Poly Workflow, Technical Art.
- **Design:** Figma, Webflow, Vector Work, Photo/Video Editing, Wireframing, Prototyping, User Research, Accessibility.

Experience

Web Developer | Big Brothers Big Sisters of Central Illinois | Chicago, USA (Remote) *Dec 2025 – Apr 2026*

- **Led the full UI/UX redesign** and digital migration, turning an old WordPress site into a **modern, easy-to-use platform** for families.
- **Built a fast web platform** with secure **Stripe and PayPal** integration, improving site **accessibility** and user engagement.

Digital Twin Developer | Resato Hydrogen Technology | Assen, Netherlands *Feb 2025 – Jul 2025*

- **Developed a 3D digital twin** of a hydrogen station using **Unity and C#**, ensuring smooth performance on **touchscreens and tablets**.
- **Created interactive UI/UX prototypes** by translating complex engineering data into **simple, user-friendly visual designs**.

Multimedia & UX Intern | Toucan Insights | Antwerp, Belgium (Remote) *Feb 2024 – Jul 2024*

- **Produced viral photo and video content** that reached **100k+ monthly views** using high-retention visual editing styles.
- **Redesigned brand logos and icons** to improve **visual consistency**, leading to better user retention and a more professional look.

Event Co-ordinator & Board Member | Study Association GLITCH | Groningen, Netherlands *Sep 2022 – Jun 2023*

- **Organised game jams, tournaments, and expert talks** for a community of **200+ game designers**, managing all logistics and budgets.
- **Led trips to game companies** and managed cross-functional volunteer teams to grow the association's industry presence.

Education

B.Sc. Creative Media & Game Technologies | Hanze University of Applied Sciences | Groningen, Netherlands *2021 – 2025*

- **Diploma Cum Laude (8.9/10 GPA)**; served as **Class Representative** and **Study Senior**.
- Focused on **Technical C# Programming, 3D Asset Pipelines, and User-Centric UI/UX**.

Erasmus Minor: Audiovisual Communications | Universitat Jaume I | Castellón, Spain *2023 – 2024*

- Practical training in **Screenwriting, Shot Planning, and Cinematic Production**.