



Contact

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Links

www.sensinggames.com
github.com/ivanmotta
ivanmotta.wixsite.com/work/portfolio

Main skills

Game Design
VR/AR Experience Design
Level Design and Architecture
Art Direction
Project Management
C# Programming

Languages

English (Fluent)
Portuguese (Native)

Awards

Finalist at BIG Festival 2018
Big Starter - Games of Impact

Ivan Motta

37 years old, game developer, 3D artist, architect

Introduction

Technology enthusiast, multifaceted, versatile.

- Architect with expertise in management of the full project process, since concept drawings to customer service, providers hiring and time schedule, until final delivery.
- Game engines user since 2011, for interactive walkthroughs, animations, VR and AR applications. Experienced with HTC Vive, Gear VR, ARCore, and Windows Mixed Reality.
- Self-taught C# and Unity programmer.
- Game designer with many unfinished projects and one published game, finalist at BIG Festival 2018 games of impact/in development.

Technology experience

Advanced with certification:

AutoCAD (2003, Autodesk Authorized Training Center)
3dsmax (2004, Autodesk Authorized Training Center)
Revit + BIM (2006, Autodesk Authorized Training Center)

Advanced knowledge:

C#, Unity3D, Unreal Engine 4, Substance Painter, ZBrush, Photoshop, Illustrator, V-Ray, SketchUp, CorelDraw, Lumion, Twinmotion

Basic knowledge:

Git, After Effects, DaVinci Resolve, Ableton Live, Blender

Professional experience

Sensin Experiences

Solo Developer

Rio de Janeiro, Brasil

Experienced in all stages of game development, using Unity and Unreal Engine since 2011. Worked on many personal projects, and always trying to use it on my day jobs, including VR experiences for Red Bull and architecture clients, and AR sales app for L'Oréal Brasil. One of these projects, the dungeon-crawler / office / action mashup Legally Addicted was released on June 2020 on itch.io and Gamejolt after 3 years of solo work. It was finalist at the Brazilian Indie Games Festival in 2018 .

M Studio Arquitetura / ID21 Event Strategy

Architect / 3D Artist, February 2015 - December 2017

Rio de Janeiro, Brasil

Architect, interior designer and 3D artist for events, expositions and civil architecture. Development of commercial and residential projects, including: client meetings, conceptual drawings, volume studies, legal and execution projects, material specification and budget, construction supervision, asbuilt drawings, projects compatibility, additional projects, services and providers hiring. Clients such as Jamaica House in Rio 2016, and FIFA / Match, with Russia's World Cup 2018 official VIP sales materials made in UE4.

P&G Cenografia

Architect / Scenographer, October 2012 - February 2015

Rio de Janeiro, Brasil

Concepts, scenography project, detailing, events assembly and construction monitoring, with clients as International Olympic Committee, ATP, Cisco, Globo, Rio State Government, US Welcome Pavilion and Qatar Olympic Committee. Working directly with Abel Gomes, the most famous scenographer in Brazil.

Insolito Boutique Hotel & Spa

Projects Supervisor, February 2012 - October 2012

Armação dos Búzios, Brasil

Expansion and renovation projects development, building supervision, team coordination, time schedules, suppliers and prices inquiry, events coordination and adviser.

M. Checon Cenografia

Architect, September 2010 - February 2012

São Paulo, Brasil

Designer of exposition booths, events, kiosks, stores, shows and conventions of big and medium size. Duties included clients meeting, research, concepts, 3D and 2D drawings, and construction follow-up.

Feu Arquitetura

Architect, December 2008 - August 2010

Rio de Janeiro, Brasil

Facade and volumetric projects, viability and profitability studies of residential, commercial and mixed enterprises for developers and constructors for some of the main construction companies in Brasil.

Academics

UFRJ - Federal University of Rio de Janeiro

Bachelor of Architecture (B.Arch.), Architecture and Urban Planning (2002-07)

Estácio de Sá University

MBA in Project Management, started 2014 interrupted 2015