HELDER CLAUDIO COSTA CORREIA

Game Designer

INFOS

Locality : *Namur*, Belgium

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LinkedIn : https://www.linkedin.com/in/helder-claudio-costa-correia/

Portfolio : https://helderclaudiocostacorreia.be/Portfolio/

Itch.io : helderitch.itch.io

ABOUT ME

Third-year Game Design student at Haute École Albert Jacquard focused on crafting visceral narratives and juicy gameplay mechanics. Driven by sharp observation of real-world details to design memorable, immersive player experiences.

PORTFOLIO

PROJECTS

Herd Mentality 2026 - Present

Wholesome Game Project made on Unity.

- Designed and prototyped core gameplay loops centering on radio frequency tuning and audio-based decryption mechanics.
- Wrote interactive narrative dialogue trees and puzzle logic to guide player progression through investigative enigmas.

Link : ITCH.IO

Ataraxia - 2026

- Developed core level design layouts and pacing strategies under a strict 1-week production constraint.
- Integrated narrative elements and environmental cues to reinforce the adventure theme and direct player attention.

Link : ITCH.IO

SKILLS & EXPERTISE

- Design Competencies: Level Design, Narrative Design, Systems Design, UI/UX Prototyping, Blocking, Game Writing.
- Software & Engines: Unreal Engine 5, Unity, Figma, Adobe Suite, Construct 3, Godot, Blender, Maya, Twine, Arcweave.
- Languages: French(Native), Portuguese(Basic), English (Professional), Dutch (Basic).

EDUCATION

Bachelor in Video Games (3nd Year) 2024 - Present

At Haute Ecole Albert Jacquard, Namur, Belgium

specialization in Game Design