# DAN MEDEIROS

Danillo Medeiros Oliveira

Illustrator | Concept Artist | Pixel Artist | UI Artist | Game music composer | Sound designer Adobe Photoshop | CorelDRAW | FL Studio | Aseprite



### **ABOUT ME**

Graduated in Design by the Universidade Federal de Pernambuco (UFPE, Brazil) in 2019 with a specialization in Interaction Design for Digital Artifacts by C.E.S.A.R. School (Brazil). Since 2015, I have been participating in game jams, mainly in the field of Sound Design. I also have close to a decade of personal studies in Illustration and Concept Art that landed me my first job as a Concept Artist.

Besides Concept Art and Illustration, I have professionally contributed to many different areas in different levels, especially Music Composing and Sound Design, but UI Design, UI Art and Pixel Art as well, and a bit of UX Design and Graphic Design.



### **EXPERIENCE**

#### **GAME JAMS**

2024 Stolen Laughs

Global Game Jam 2024 | Music, Animated sprites

2022 Zolf

LowRezJam2022 | Music

Hip Hopper

DinhoAPS Game Jam | Music & SFX

2021 HELL deep is your love?

Ludum Dare 48 | Music & SFX

Koko: Espíritos Antigos

#1 LudiJam | Music & SFX

#### PERSONAL AND PROFESSIONAL XP

2025 Ultimate Jello Party

UwU Games | Concept art, UI design & art, Illustration, Music

2023 Sweet Speed (Roblox)

Maniblox | Music & SFX

Haunted Town Simulator (Roblox)

Maniblox | Music & SFX

2022 Hazy

Theory Games | Music & SFX



## **LANGUAGES**

Português | Portuguese native

English fluent (Transworld Idiomas, 2008 - 2013), level C1

(Curiosity)

Français | French fluent (Alliance Française, 2014 - 2019), level B2

普通话 | Mandarin Chinese beginner (Confucius Institute, 2024-present)



### **SKILLS**

(Character design)

( Pixel art )

(UI Design)

(FL Studio)

Music

( Aseprite )

(Sound design)

(Adobe Photoshop)

(Teamwork)

(CorelDRAW)

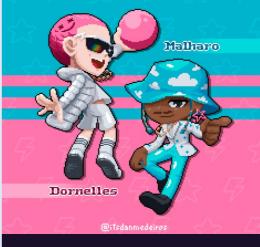
(Creativity)

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Recife - PE, Brazil







SELECT YOUR PLAYER











ArtStation

/dan medeiros

Soundcloud

/dan\_medeiros

