

# DAN MEDEIROS

Danillo Medeiros Oliveira

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



Recife - PE, Brazil  
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## 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  
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
- Music
- Sound design
- Adobe Photoshop
- CorelDRAW
- FL Studio
- Aseprite
- Teamwork
- Curiosity
- Creativity



ArtStation  
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Soundcloud  
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