

Manoel Tavano Bacal

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Objective: To apply my knowledge in the audiovisual industry, combining my expertise in marketing and film post-production with game development and understanding of new technologies.

Education:

- Bachelor's in Digital Game Development, PUC-SP, Consolação campus. Course started in January 2020, expected completion in December 2024.
- Technical degree in Gastronomy, SENAC, Santo Amaro campus. Started in January 2018 and completed in July 2019. Graduated as a professional in A&B and a professional chef.
- Completed Higher Education at Colégio Equipe, Santa Cecília. Graduated in December 2017.
- Completed Primary Education. Up to the 8th grade at Escola da Vila, Butantã campus. 9th grade completed at Colégio Equipe, Santa Cecília.

Other Courses:

- Online course in Game Design – Danki Code – in progress.
- Professional course in Storytelling and RPG – RPG and Culture, São Paulo, SP – completed.
- Sauce-making course – Wilma Kovesi Culinary School – completed.
- Empanada course – Wilma Kovesi Culinary School – completed.
- Basic Gastronomy course – Wilma Kovesi Culinary School – completed.

Languages:

- Fluent in Portuguese and English.
- Basic knowledge of Spanish.

Experience:

- Post-production assistant in the delivery department at Paris Filmes, from September 2023 to February 2025.
- Organizer and presenter of the Character Art Workshop with Rafael Grassetti, held in October 2023.
- Organizer and judge of PUC-Jam 2# (July 2023).

- Organizer and judge of PUC-Jam 1# (May 2023).
- Co-founder of Woodwork Games – woodworkgames.com (2023).
- Speaker at BIG Festival on the importance of academic centers and teamwork encouragement in Digital Games education (2022).
- President of the Technology Academic Center (TECA) for one full year (2022 to 2023).
- Freelance at Homo Ludens, assisting with the Games Brasil 2022 research, sponsored by Apex Brasil and presented at BIG Festival 2022 (January to May 2022).
- Game design, narrative, and world-building instructor at Colégio Equipe, São Paulo – SP (2021 and 2022).
- Translator and proofreader for texts and comics at Monetolab. Freelance work (done between July 2019 to 2020).
- Kitchen assistant at Il Pastaio restaurant, located on Avenida Paulista. One and a half months of professional kitchen experience (July – August 2019).
- Kitchen intern at Café Journal restaurant, located in Moema. 3-month internship (September – November 2018).

Summary of Qualifications:

With my technical degree in Gastronomy from SENAC University, in addition to acquiring various culinary skills, I learned about marketing, logistics management (including resource administration, costs, and profits). With my degree in Digital Game Development and the various courses being undertaken during this process, I have implemented various personal interests and knowledge related to the gaming field, allowing me to develop a professional vision across different projects. The university allowed me to manage, monitor, and coordinate my own skills and those of my colleagues to develop various weekly projects, always implementing my knowledge, whether related to programming, art, animation, writing, or game design. As a result, my participation in the gaming industry over the past few years has become increasingly active, bringing me knowledge of the current gaming market in Brazil and worldwide, helping me understand where my efforts and talents are most needed, both to assist a good team and to improve with time. Operating in marketing, post-production, and professional video editing at Paris Filmes for about a year and a half, I further developed my skills in promotion, documentation, and sales in the audiovisual market.