



Kah Abrantes

Cinema | Photography | Game Design

+351 910 139 053

SUMMARY

Strong management and communication skills.
Experienced in directing and editing short films, namely direction of photography, writing and storyboarding.
Experienced in creative writing and world building in games, using Rational Game Design methods and metrics.



EMAIL

carinaabrantes.animati
on@gmail.com



FILMFREEWAY

filmfreeway.com/KahA
brantes
Password: KahFilms



ITCH.IO

itch.io/c/3080811/cari
na-abrantes-portfolio



LINKEDIN

linkedin.com/in/kah-
abrantes/



LANGUAGES

Portuguese – Native
English - Professional
working proficiency

EXPERIENCE

June 2023 – February 2025

Freelance film director and editor • Polytechnic of Leiria and others • Portugal

Directed films – *Lembrança do que uma vez foste* (animation), *Para a minha avó Fernanda* (documentary), *Serenidade Campestre* (visual essay) and *Minha velha câmara de viagem* (homemade documentary)

October 2022 – March 2024

Game designer and project manager • Twinkle Frog Studios • Portugal

Developed games – *Entrudo* (2D exploration and rhythm game), *Preserve* (2D cli-fi game) and *Nata* (3D exploration game)

February 2024 – June 2024

Game designer and narrative designer • Digitality Studios • Portugal

Assisted in the following games – *LANISTA: Shadows and Dust* (roguelike game) and *Soul Warden* (RPG)

March 2021 – June 2021

Game designer, game programmer and project manager • Moon Glimmer Studios • Portugal

Developed games – *Sweet Anniversary* (Gameboy puzzle game)

EDUCATION

Polytechnic of Leiria, Leiria, Portugal

Undergraduate in Games and Multimedia, Computer Games and Programming Skills • (February 2021 – June 2024) • Final Grade 17/20

Adolfo Portela, Águeda, Portugal

Highschool Education, Science and Technology • (2018 - 2021)

COMMUNICATION

Volunteer at FEST

FEST - New Directors | New Films Festival • June 24th – July 1st, 2024

Speaker at Óbidos Vila Gaming

1st edition of Óbidos Vila Gaming • May 5th, 2023

Speaker at the panel “Criar jogos com cultura” on the game *Entrudo*

Interview with CMTV

CMTV – Portuguese TV Channel • February 25th, 2023

Interviewee at “Falar Global”

Interview with Café mais geek

1st Interviewee at "Indie Corner" Podcast · October 5th, 2022 · Lisboa Games Week

Interview with RUC

RUC – Rádio Universidade Coimbra · November 11th, 2022 · Lisboa Games Week

Interviewee at program "Press Start RUC"

Interview with Squared Potato

Interviewee November 24th, 2022 · Lisboa Games Week

HONORS & AWARDS

Spotlight Awards 2024 – Nominee [Nata]

- Best student game

Issued by Game Dev Lisbon · November 2024

Players Choice - Best Upcoming Indie 2022 – Winner [Entrudo]

Won 4th place of IndieDB's contest · December 2022

PlayStation® Talents Awards 2022 – Nominee [Entrudo]

- Best Art

- Best children's game

- Games for Good

Issued by Sony Interactive Entertainment Europe Ltd · June 2022

CERTIFICATIONS

Masterclasses at FEST - New Directors | New Films Festival · June 2024

- From Concept to Creation: The Production Design Process with Andrew McAlpine

- From Concept to Screen: Techniques in Makeup Effects with Mark Coulier

- Navigating the Global Marketplace: The Role of a World Sales Company in Film Production with Yaoting Zhang, Xavier Henry-Rashid and Miguel Valverde

- Navigating the Post-Production Maze: Strategies for Success with Polly Duval

- The Writer-Director Balance: Navigating Dual Roles with Kenneth Lonergan

Masterclasses at IndieLisboa - International Film Festival · May 2024

- Diversity and Inclusion in the Cinematographic and Audiovisual Sector - Opportunities and Good Practices

- The Work of the DOP Sabine Lancelin

Masterclasses at Leiria Film Fest · October-November 2023

- "Filmar: Encontros Imediatos com o Cinema" com David Bonneville

- "Realizar: Processo Criativo na Produção de Cinema" com David Bonneville

- Curso de Curta-Metragem de Terror com Gonçalo Almeida

Masterclasses at Festival Caminhos do Cinema Português · November 2023

Nuno Beato: "O processo de criativo nos Demónios Do Meu Avô"