



SKILLS & TOOLS

Programming

C#, C++, C, Java
Lua, Papyrus
Blueprint, Flowgraph

Game Design

Paper Design and Documentation
Level Design Pipeline
Gameplay Scripting and Prototyping
System and Encounter/Mission Design

Engines, Editors, Tools

Unity 2D/3D, Unreal Engine 4
Crysis 2 Sandbox, Creation Kit,
Source Editor
Trello, Slack, Git, SVN, Perforce

Languages & Others

Portuguese (Native)
English (Fluent)
Agile development
(Scrum, KanBan)

LATEST WORK/ PUBLISHED TITLES

Digital Extremes

Main title:

[Warframe \(PC, Xbox, PS, Switch, iOS\)](#)

3D, Multiplayer, Looter Shooter

Technical Designer → Intermediate Technical Designer

07/2020 - present

- Participated in several updates, **designing and scripting (Lua)** missions, quests, game modes, open-world encounters, gameplay systems, special events (**Evolution Engine**)
- Coordinated a multi-department team as **Product Owner**, executing the vision for one of the biggest updates of the project ([Duviri](#)), working on its core gameplay loop and side encounters
- Contributed to maintaining a more than 10-years long code base and **bug fixing** issues dynamically as they came live in the context of a **Game as a Service**

Gilp Studio

Shipped titles:

[Neko Dungeon: Puzzle RPG \(Android, 2020\)](#)

2D, mobile, roguelike

[Aeria: Pathway to Dawn \(PC, 2020\)](#)

3D, atmospheric, exploration, platformer

Development Lead

10/2019 - 07/2020

- **Coordinated** the development team, supporting them in both technical and design terms
- Maintained **backlog**, ensuring proper workload and synchronized dev pipeline (**Unity**)
- Contributed to project's **architecture**, anticipating **risks**, providing solutions, and guaranteeing high-**quality** deliveries

Level Designer

02/2018 - 07/2019

- Designed and **built many levels** (paper to shipping quality), with iteration and playtest (**UE4**)
- Collaborated with team members to **consolidate game mechanics** and level progression
- **Prototyped** and implemented game mechanics, scripted sequences, and tools (**Blueprint**)

Tapps Games

Main shipped title:

[Starside Resort \(Android, iOS, 2018\)](#)

2D, narrative, match3, city-building, casual

Game Programmer

12/2017 - 02/2018

- Contributed in the design, architecture and implementation of different game systems and editing-supporting tools (HUD and UI, Story/Mission Progression, Social Network integration, Side Events, others) - **Unity (C#)** and **Corona SDK/Love 2D (Lua)**
- Took part of the *Starside Resort* project from its early stages to shipping, including the development of the **framework** used as basis for future Unity projects

Galaxy Shark Studios

Shipped title:

[Gravitas \(PC, 2019\)](#)

3D, Physics-based, puzzle-platformer

Level Designer

07/2015 - 12/2015

- Collaborated with teammates on building levels (paper to shipping quality) in **UE4**
- Integrated main character's animation in-game (**Blueprint**)
- Implemented scripted sequences for levels (**Blueprint**)

EDUCATION

Master Degree in Digital Game Development – Level Design

2014-2016

SMU Guildhall (Southern Methodist University), Plano, TX, USA

Thesis: "Emotion-centric Design: An Innovative Approach to Video Game Development"

**Full Scholarship by Brazilian Government*

Bachelor Degree in Computer Engineering

2008-2012

Universidade Federal de São Carlos (UFSCar), São Carlos, SP, Brazil

Undergraduate project: "Development of Android applications to simulate dangerous situations related to death-risk professions, creating a secure, cheap and flexible way to help in those professionals' training" - **Android (Java)**