|  |  |
| --- | --- |
|  **iRenan Lima** **MLevel Designer** | [www.renanlima.com](http://www.renanlima.com)renanlima.gamedev@gmail.com(+55) 18 9 9779 1702Skype: perolleiro |

|  |
| --- |
| **SKILLS & TOOLS** |
| **Level Design**Level Planning & Paper DesignWhiteboxingWorld BuildingDesign DocumentationGameplay ScriptingPrototyping | **Programming & Scripting**C, C#, Java, Lua, PHP, PapyrusBlueprint, FlowgraphPostgreSQL, MySQL, PL/SQLObject Oriented ParadigmMobile Development (Android) | **Engines, Editors, Tools**Unity 2D and 3DUnreal Engine 4Crisis 2 Sandbox EditorSkyrim Creation KitSource SDK/HammerMicrosoft Office SuiteAdobe Photoshop3DS Max |
|
| **Languages**Portuguese (Native), English (Fluent) | **Others** Agile development (Scrum, KanBan), Pair Programming |

|  |
| --- |
| **PROFESSIONAL EXPERIENCE** |
| **Gilp Studio**Shipped title:[*Areia* (PC, 2019)](https://store.steampowered.com/app/768460/Areia/)3D, atmospheric, exploration, platformer | **Level Designer**  | 02/2018 - current |
| * 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)](https://play.google.com/store/apps/details?id=br.com.tapps.starside&hl=en_US)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 (Lua)**
* Helped in the development of *Starside Resort* from its early stages to shipping, including post-launch maintenance
 |
| **iMax Games**Main shipped title:[*JACTO Uniport 3030* (PC, Android, 2014)](http://www.renanlima.com/imaxgames-project-reel)2D, driving, truck simulator | **Game Programmer** | 09/2012 - 08/2014 |
| * Designed and implemented games, simulations and apps targeted to a wide variety of platforms (Desktop, Tangible Table, Mobile) - **Unity (C#)**
* Developed client-server systems and database projects (PHP, PL/SQL, and MySQL)
 |

|  |
| --- |
| **EDUCATION** |
| **Master Degree in Digital Game Developmen**t – Level Design | 2014-2016 |
| SMU Guildhall (Southern Methodist University), Plano, TX, USA \**Full Scholarship by Brazilian Government*Thesis: “Emotion-centric Design: An Innovative Approach to Video Game Development” |
| **Bachelor Degree in Computer Engineering** | 2008-2012 |
| Universidade Federal de São Carlos (UFSCar),São Carlos, SP, BrazilUndergraduate 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” |

|  |
| --- |
| **STUDENT & PERSONAL PROJECTS** |
| [Gravitas](http://www.renanlima.com/gravitas) - 3D 1st Person Puzzle Platformer - Unreal Engine 4 | 2:15 - 3D 1st Person Horror Experience - Unreal Engine 4 (Oculus) |
| [Ride the Shark](http://www.renanlima.com/ride-the-shark) - 3D Flying Shooter - Hammer(Half-Life 2 mod) | [Heart of The Incendium](http://www.renanlima.com/heart-of-the-incendium2) - 2D Vertical Platformer - Unity |