

# Andre Fernandes Vargas

Game Designer

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## ABOUT ME

Experienced Game Designer specializing in Virtual Reality (VR), MOBA, tower defense, and hero arena games, with a focus on creating engaging and competitive player experiences.

### CONTACT



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São Paulo, Brazil.



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### SKILLS

Game Design;  
Unity;  
Unreal;  
Miro, Jira and other Agile Tools;

### LANGUAGES AND OTHER QUALIFICATIONS:

**English**

**Portuguese**

**Level Design for Games**

CGMA

Oct. 2023 – Dec 2023

## PROFESSIONAL EXPERIENCE

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### Game Designer Mid Level

Arvore VR Immersive Experiences

July 2022 – Present

- Designed levels for various games.
- Developed and documented game mechanics for multiple projects.
- Collaborated with a multidisciplinary team on RFPs for external clients.

### Game Designer Associate

Kinship Entertainment

Sep. 2020 – Nov. 2021

- Had more autonomy while developing features
- Designed and documented new features for the game, such as a clan feature.
- Designed and documented new Systems for the core mechanic of the game.
- Designed new champions to the game, including their entire set of skills and mechanics.

### Game Designer Intern

Kinship Entertainment

July 2020 – Sep. 2020

- Organized all documentation related to the project
- Worked close with other Game Designers in the Studio
- Had autonomy on minor tasks, such as developing building plans for our AI in the game.

## FORMAÇÃO ACADÊMICA

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### Game Design

Anhembi Morumbi

Jan. de 2016 – Jun. de 2021