

ANDRE FERNANDES VARGAS

GAME DESIGNER \$\cup +55 (11) 98397-0686

• DETAILS •

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LINKS

linkedin.com/in/AndreFVargas

www.andrefvargas.com

• SKILLS •

Game Design

Level Design

Unity

Adobe Photoshop

Microsoft Office

Communication Skills

LANGUAGES

Portuguese

English

PROFILE

Passionate Game Designer, with experience on level design, competitive games, couch party games and VR games, looking for new challenges and learning.

Bringing worlds to life and seeing other enjoy it is my biggest passion on Game Development.

EMPLOYMENT HISTORY

Jr. Game Designer II at Kinship Entertainment, São Paulo

September 2021 — November 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.
- Offered Feedback to the creative team, about all the visual assets released during my time in the company.

Jr. Game Designer I at Kinship Entertainment, São Paulo

November 2020 — August 2021

- Worked on localizing the translation, making sure the texts in game would fit both Portuguese-Br and English
- Designed new champions to the game, including their entire set of skills and mechanics.
- Worked on balancing the game, following both player feedback and data retrieved from the database.

Game Design Intern at Kinship Entertainment

June 2020 — November 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 blueprints for the AI in the game.

EDUCATION

Bachelor in Game Design, University Anhembi Morumbi

2016 - 2020

Elementary and High School, Fundação Bradesco

1998 - 2011

■ REFERENCES

References available upon request