

Contact

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(LinkedIn)
gamejolt.com/@nonnom (Portfolio)

Top Skills

Design voltado para o usuário
Liderança de equipe
Metodologias Agile

Certifications

EFSET English Certificate 77/100
(C2 Proficient)

Como Usar o Pensamento Crítico
para Refinar o Julgamento e a
Tomada de Decisões

Celso Pontes

Game Designer @ LIGA • FACENS
Sorocaba, São Paulo, Brazil

Summary

I've had the opportunity to work on several projects that have allowed me to explore different aspects of game design: from conceiving innovative ideas to prototyping, tweaking mechanics, and balancing gameplay, I have been involved in all stages of the game creation process. Additionally, I have worked closely with talented teams of programmers, artists, and writers, as I believe that the success of a game comes from a cohesive team working towards common goals. My motto is "Great teams make great games!" and I am always willing to collaborate in creation and iteration.

"Looking for a game-changer? Look no further!"

Experience

LIGA FACENS - Laboratório de Inovação de Games e Apps
1 year 8 months

Lead Game Designer
October 2022 - Present (6 months)
Sorocaba, São Paulo, Brasil

Responsible for overseeing the game development process, ensuring it adheres to best practices and delivers high-quality results, prioritizing user experience, and establishing clear communication channels within the team and with other departments to ensure everyone is aligned and working towards the same goals.

Game Designer
December 2021 - Present (1 year 4 months)
Sorocaba, São Paulo, Brasil

- Responsible for designing mobile F2P games, VR experiences & serious games.
- Designed game flows, mechanics, economies, monetization strategies, screen flows, navigable prototypes, levels, UX, and feedback mechanisms.
- Created clear, dynamic, and functional GDD for each team and process in the production pipeline.

Unity Game Developer

August 2021 - December 2021 (5 months)

Unity Developer Jr.

Duc Games Studio

Fundador

February 2020 - Present (3 years 2 months)

Sorocaba, São Paulo, Brazil

- Responsible for Game Design and Project Management
- Our title "Escape Cave" was a finalist in the "Best Student Game" category at BIG Festival 2021
- "Escape Cave" won the FACENS Game Marathon 2020 and also received the awards for "Best Game" and "Best Presentation & Pitch" at "2nd SPIN Academics"

Rennan Castro Videomaking

Videomaker

October 2013 - February 2021 (7 years 5 months)

Sorocaba, São Paulo, Brasil

I am an experienced audiovisual professional specializing in cinematography, video editing, director of photography, and audiovisual production. With a passion for the arts, I have collaborated with various cultural events and organizations, including theater, dance, performance, independent music, and cinema.

I have worked with the Audiovisual Research Center (PerCurso) and participated in the Lobotomia label, covering independent music events. Additionally, I have directed photography, edited, and produced short films and web series through cultural grants LINC and ProAC.

Education

Facens | Faculdade de Engenharia de Sorocaba

Tecnólogo, Desenvolvimento de Jogos Digitais · (2019 - 2021)