

Alberto A. Braga

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Senior Game Designer

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Skill Set

- Seasoned Game Designer with both theoretical and industry experience
- Extremely capable Game Programmer in various tools and programming languages
- Well versed in designing across diverse game genres and platforms
- Focused on Mobile and Social Games, with Free to Play experience
- Passionate, motivated, with great communication skills

Education

Vancouver Film School – Canada Game Design Diploma, with Honours	July 2011
Universidade do Vale do Rio dos Sinos – Brazil Digital Games Programming Degree	July 2009

Experience

Fathom Interactive Lead Game Designer – Unannounced Project <ul style="list-style-type: none">▪ Currently working on a soon-to-be-published but still unannounced game Senior Game Designer – Sky Punks <ul style="list-style-type: none">▪ Worked closely with the development team to create new features and improve on existing ones▪ Balanced the entire game, including challenges, characters' stats, rewards, overall in-game economy and in-app purchases▪ Responsible for level design, placing all the obstacles on the track	Sep 2014 – Present
Bigpoint Lead Game Designer – Unreleased Project <ul style="list-style-type: none">▪ Created the concept for a new game and IP, bearing in mind the company's strategy, target audience and portfolio needs▪ Developed the concept through Creative Concepting, Pre-Production and Production phases; while keeping the vision▪ Designed and balanced various game systems▪ Designed the Free-to-Play monetization strategy for the game▪ Created and updated documentation (GDD)▪ Communicated across all disciplines to ensure accurate implementation of design and a unified vision for the product▪ Mentored and delivered performance feedback to Game Designers of both Associate and Junior levels Lead Game Designer – Skyrama <ul style="list-style-type: none">▪ Analyzed metrics and community feedback to determine the next updates and improvements for the game▪ Designed and balanced new features and events▪ Created and updated documentation▪ Mentored Junior and Intern Game Designers Game Designer – Zoomumba <ul style="list-style-type: none">▪ Analyzed metrics and community feedback to determine the next updates and improvements for the game▪ Designed and balanced new features and events▪ Created and updated documentation	Jan 2012 – Jun 2014

Other Work

- Created concepts and pitches for games to secure external IPs
- Analyzed internal and external game pitches and concepts
- Assisted in hiring processes and conducted several interviews
- Assisted on the design of other games within the company

Fathom Interactive

Technical Designer – Skypirates of Neo Terra

Aug 2011 – Oct 2011

- Worked as a programmer in Skypirates of Neo Terra's racing game
- Prototyped game mechanics for new games of the Skypirates IP

Independent / Freelance

July 2008 – Oct 2011

Game Designer and Programmer – Several Projects

- Designed and developed multiple games and levels using UDK
- Designed and programmed over twenty Flash games
- Worked in various other game design related projects
- Worked with multiple outsourced artists to bring the projects to completion
- Dealt with distribution and sponsors to secure revenue for projects

Alfamidia

Apr 2007 – Jun 2009

Flash and ActionScript Instructor

- Taught Flash and ActionScript courses
- Developed additional material for courses, with focus on game development
- Taught C# course when requested

Brainware Co.

Jul 2006 – Sep 2007

Game Programmer

- Programmed the gameplay of several Advergaming for large companies in Brazil
- Programmed interactive and animated sections of various websites

Languages

- **Portuguese** – Native
- **English** – Fluent
- **Spanish** – Advanced

Professional Development

- Casual Connect Europe 2012 / 2013
- GDC Europe 2012
- Game Design Expo (Vancouver) 2011
- Casual Connect Seattle 2010
- Brazilian Game Development Symposium 2006 / 2007 / 2008

Honors and Awards

SBGames 2011

- Best Web Game Award

VFS Impact Awards

- More Than The Sum of Its Parts Award
- Nominated for: Best Technical Achievement Award

at Vancouver Film School

- Graduated with Honours
- Best Final Project Award
- Best Flash Game Award

at Universidade do Vale do Rio dos Sinos

- Outstanding Student Award