

# Jhonnatan Barbosa

Game Designer

## Profile

Versatile game developer skilled in game design, coding, and art, recognized for delivering innovative and engaging gaming experiences. Proficient in seamlessly blending creativity with technical expertise to create memorable gameplay experiences. Eager to contribute a well-rounded skill set and a proven track record of success to help shape the future of gaming.

## Experience

### Game Designer at Fox Tales Studios, São Paulo/SP

March 2020 — December 2022

Led game design process, incorporating creative ideas and mechanics to deliver engaging gameplay experiences. Actively participated in brainstorming, documenting, prototyping, and playtesting our games. Collaborated with a team of eight people to design, develop, and publish over 15 games, including award-winning games at GameJams.

### Game Development Instructor at Engineering for Kids Brasil, São Paulo/SP

April 2023 — June 2023

Guided students in creating captivating games. Fostered collaboration & critical thinking. Provided personalized feedback & industry insights. Equipped students for successful careers in game development

## Education

### Bachelor of Digital Games, PUC-SP, São Paulo/SP

February 2020 — December 2023

### Bachelor of Statistics, USP, São Carlos/SP

February 2017 — January 2020 — Incomplete

## Courses

### The Psychology of Games

2022 – Udemey

### The 5 steps of Game Design

2022 – Udemey

### Industry Standard Game Design Tests

2022 – Udemey

### Level Design Master Class

2023 – Udemey

### Unity Game Development

2021 – Udemey

### Unreal Game Development

2021 – Udemey

### Drawing and Digital Painting

2020 – Udemey

### ZBrush Sculpting

2023 – Udemey

### Guide to 3D Animation in Maya

2021 – Udemey

### Unity Animation

2021 – Udemey

## Details

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Date of birth

27/12/1999

## Links

[Portfolio - jhorro.com](http://jhorro.com)

[linkedin.com/in/jhonnatanbarbosa](https://linkedin.com/in/jhonnatanbarbosa)

[github.com/jhonnatanbarbosa](https://github.com/jhonnatanbarbosa)

## Skills

Adobe Photoshop

Autodesk Maya

Coding (C/C#/C++/Blueprint)

Game Design

GitHub

Level Design

Unreal Engine

Unity

## Languages

English

Portuguese

Spanish