

Jhonnatan Christofer Barbosa

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PROFILE

Portfolio: <https://www.jhorro.com>

Game Designer with strong skills in programming, design, and art. Extensive collaborative experience with development teams in game creation. Known for clear communication, dedication to projects, and staying updated with market trends to ensure contemporary and appealing work.

EXPERIENCE

FoxTales Studios – São Paulo/SP, Brazil.

March 2020 – March 2023

Game Designer - Full-time – Student Studio at PUC-SP.

- Led the design team in launching over 10 games across various genres and devices.
- Designed systems, managed game balance, and integrated data analysis.
- Guided end-to-end design processes from initial concept, prototyping to final execution.
- Created comprehensive technical documentation.

SuperGeeks S.A. – São Paulo/SP, Brazil.

October 2023 – December 2023

Game Development Teacher - Full-time.

- Taught students key skills such as creativity, problem-solving, teamwork, and communication.
- Developed a curriculum to empower future game developers, emphasizing both technical and personal skills.

Engineering For Kids Brasil – São Paulo/SP, Brazil.

April 2023 – July 2023

Game Development and Robotics Teacher - Full-time.

- Empowered students in game development and robotics, promoting collaborative learning.
- Stimulated critical thinking and provided personalized guidance in game design and robotics.

EDUCATION

Pontificia Universidade Católica de São Paulo – São Paulo/SP, Brazil.

February 2020 – December 2023

Bachelor's degree in Digital Games.

Universidade de São Paulo – São Carlos/SP, Brazil.

February 2017 – January 2020

Bachelor's degree in Statistics (Incomplete).

SKILLS

Languages: Fluent English, Native Portuguese and Basic Spanish.

Softwares: *Programming (C/C#/C++, Python), Engines (Unreal, Unity, Godot), 3D and Animation (Autodesk Maya, 3ds Max, Blender, ZBrush), Design and Illustration (Adobe Photoshop, Illustrator).*

Certificates: *The 5 Steps of Game Design (Udemy, 2022); The Psychology of Games (Udemy, 2022); Level Design Master Class (Udemy, 2022); Industry Standard Game Design Tests (Udemy, 2022); Unreal Engine Blueprint (Udemy, 2022); Complete C# Unity (Udemy, 2022); Unity Basics (USP/ICMC, 2019); Advanced Python (USP/SAEComp, 2019); Maya for Beginners (Udemy, 2020); The Beginner's Guide to Animation in Unity (Udemy, 2021); ZBrush (Udemy, 2023); Drawing Course (Udemy, 2020); Digital Painting Course (Udemy, 2020); Graphic Design (NEP, 2014); Microsoft Office (NEP, 2014).*

PROJECTS

Guardian's Falls – Wounds

Graduation Conclusion Project (TCC) - [Link](#)

A mesmerizing 2.5D metroidvania where players traverse a corrupted realm using fast movement mechanics. I designed and programmed the systems and mechanics, contributed to game and level design, and acted as a producer, ensuring a seamless production process. Well received by the examining committee and audience. (December 2023).

Beasts of Agony

Game Jam Project - [Link](#)

A challenging Souls-like game set in a cursed land. I designed the levels, concepts, and balanced gameplay. Also programmed systems and managed assets. Winner of PUCJam 2023's Best Art award. (July 2023).

AWARDS AND HONORS

PUCJam 2023 - Best Art: Awarded for the game "Beasts of Agony" by PUC-SP (July 2023).