

# ALBERTO BRAGA

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Senior / Lead **Game Designer**

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## SKILL SET

- ❖ Over a decade of professional experience as a Game Designer
- ❖ Highly capable Game Programmer in various tools and programming languages
- ❖ Well-versed in designing across diverse game genres and platforms
- ❖ Specialized in Systems Design, with vast Free-to-Play experience
- ❖ Passionate, motivated, with great leadership and communication skills

## EXPERIENCE

### nWay Inc.

Apr 2023 – present

#### Lead Systems Designer – Wreck League

- Currently designing systems for the multiplatform real-time PvP game Wreck League
- Monitoring and updating game and character tuning based on data and player feedback
- Working closely with the product team to plan and design updates

### Rogue Harbour Game Studio

Nov 2021 – Mar 2023

#### Studio's Lead Designer – Airport BillionAir and Disaster Town Tycoon

- Led a small design team working across multiple games
- Responsible for economy and progression tuning
- Worked on both systems and monetization design

### Kabam Games

Mar 2017 – Nov 2021

#### Lead Designer – Marvel Realm of Champions

- Led a design team of 15+ designers
- Worked on the project from early concept to completion
- Designed the foundation of several major game systems
- Responsible for roadmapping, vision holding and feature approvals during various stages of development
- Mentored and managed the career development of multiple designers

#### Game Systems Designer – Marvel Contest of Champions

- Worked as a feature owner: responsible for designing medium and large-sized features from concept to release, as well as their follow-up updates
- Responsible for driving the development of features: leading the development effort, establishing vision, maintaining alignment and championing the feature
- Developed solutions to improve the game's FTUE and social features

### Kemojo Studios

Sep 2014 – Jun 2016

#### Lead Game Designer – Undead City Run

- Led the game team, being responsible for task creation and inter departmental communication
- Designed and championed game features from concept to release
- Balanced the entire game, from characters and challenges to in-game economy and in-app purchases
- Responsible for level design, building and populating all tracks

### **Game Designer – Sky Punks**

- Worked closely with the development team to create new features and improve on existing ones
- Balanced the entire game, from characters and challenges to in-game economy and in-app purchases
- Responsible for level design, building and populating all tracks

### **Bigpoint**

**Jan 2012 – Aug 2014**

#### **Lead Game Designer – Unreleased Project**

- Developed the concept for a new game IP and carried the vision through creative conceiving, pre-production and production phases
- Designed and balanced various game systems
- Designed the Free-to-Play monetization strategy for the game
- Created and updated documentation
- Mentored and delivered performance feedback to Intermediate and Junior Game Designers

#### **Game Designer – Zoomumba and Skyrama**

- 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

### **Kemojo Studios**

**Aug 2011 – Oct 2011**

#### **Technical Designer – Skypirates of Neo Terra**

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

### **Independent / Freelance**

**Jul 2008 – Oct 2011**

#### **Game Designer and Programmer – Several Projects**

- Designed and programmed 20+ published web games
- Worked with multiple publishers and outsourced artists
- Developed a variety of independent game projects

### **Alfamidia**

**Apr 2007 – Jun 2009**

#### **Flash and ActionScript Instructor**

- Taught Flash, ActionScript and C# courses
- Developed additional material for courses, focused on game development

### **Brainware Co.**

**Jul 2006 – Sep 2007**

#### **Game Programmer**

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

## **EDUCATION**

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### **Vancouver Film School – Canada**

**July 2011**

**Game Design Diploma**, with Honours

### **Universidade do Vale do Rio dos Sinos – Brazil**

**July 2009**

**Digital Games Programming Degree**, won “Outstanding Student Award”