

Bruno Barbosa Ramalho



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Atibaia-SP Brazil



EXPERIENCE

LIGA Facens, Brazil (Sorocaba/SP) — Senior Game Designer

06/2022 - 03/2024

Worked primarily on **Mundo SBT**, a mobile sandbox F2P game for children for a **major TV client in Brazil (SBT)**, designed **game mechanics**, **minigames**, **game economy** and also worked on other games like **Show do Milhão** and **Passa ou Repassa**.

Playkids / Afterverse, Brazil (Campinas/SP) — Game Designer

07/2019 - 06/2022

1st Game Designer of PK XD (50M+ MAU) a mobile sandbox F2P. Worked on core features, **live ops events**, designed and documented **minigames**, game mechanics, **level design**, **game economy** and other activities with the developing, data and support team.

Tapps Games, Brazil (São Paulo/SP) — Game Designer

11/2015- 06/2019

Game Designer of new games like World Master e My BooTown and in updates of games like Vlogger Go Viral, **Logic Pic** and **Bid Wars**. **Designed core-loops, screen-flows, game mechanics and features**, always working with the developing, data and support teams.



EDUCATION

Anhembi Morumbi, Brazil (São Paulo/SP) — Bachelor's degree in Game Design

2005 - 2008

OTHER



Scoutmaster

Volunteer work in a scouting group (2007 – 2019).

Organization, planning and implementation of the Scout method for children and teens that involves the development of character, leadership and teamwork, besides camping and coexistence with nature.



SKILLS

Game Design

Level Design

Unity

Miro / Whimsical

Google Docs



LANGUAGE

Portuguese (Native)

English (Advanced)

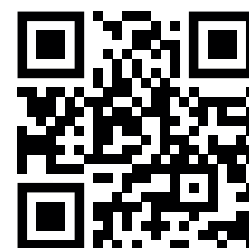


PERSONAL

Born in: 12/03/1986

Married (w/ Lucia, 39)

+1 daughter (Juju, 4)



SCAN ME