



# Bruno Barbosa Ramalho

## Game/Level Designer

### EXPERIENCE:

#### SENIOR LEVEL DESIGNER Webcore Games, Brazil (Remote)

11/2024 - Present

Handled the game and level design of Save the Bloogs, a 2D puzzle game for the Board, a hardware platform that merges physical pieces with digital gameplay. Currently working on another game for the Board.

#### SENIOR GAME DESIGNER LIGA Facens, Brazil (Hybrid)

06/2022 - 03/2024

Focused on Mundo SBT, a mobile sandbox F2P game for children for a major TV client in Brazil (SBT). Designed game mechanics, minigames, and game economy. Also contributed to other titles such as Show do Milhão and Passa ou Repassa.

#### GAME DESIGNER Playkids / Afterverse, Brazil (Campinas/SP)

07/2019 - 06/2022

Game Designer of PK XD (50M+ MAU), a mobile sandbox F2P game. Worked on core features, liveops events, designed and documented minigames, game mechanics, level design, game economy, and other activities with the development, data, and support teams.

#### GAME DESIGNER Tapps Games, Brazil (São Paulo/SP)

11/2015 - 06/2019

Game Designer for new titles such as World Master and My Boo Town, as well as updates to existing games like Vlogger Go Viral, Logic Pic, and Bid Wars. Designed core loops, screen flows, game mechanics, and features, always working with the development, data, and support teams.

### EDUCATION

#### Bachelor's degree in Game Design

Anhembi Morumbi, Brazil (São Paulo/SP) — 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.

### CONTACT

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Portfolio: [barbosabr.com/](https://barbosabr.com/)

Atibaia-SP Brazil

### LANGUAGE

- English (Advanced)
- Portuguese (Native)

### KEY SKILLS

- Game Design
- Level Design
- Google Docs/Sheets
- Unity
- Unreal Engine
- Miro

