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**Toronto, Canada**

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**LEAD GAME DESIGNER**  
**Robots & Pencils**  
Toronto | 2021 - Present

**GAME DESIGNER / PRODUCER**  
**SOFTGAMES Canada**  
Toronto | 2019 - 2021

**GAME DESIGNER**  
**LOA**  
Brazil | 2015 - 2019

**INSTRUCTOR**  
**Scheffer School**  
Brazil | 2013 - 2015

**FREELANCE PROJECTS**

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**SKILLS**

**SOFTWARE**

**LANGUAGES**

**ENGLISH** | Proficient  
**PORTUGUESE** | Native  
**SPANISH** | Intermediate  
**FRENCH** | Beginner

# Richard Nunes da Silva

Senior Game Designer

*Self-motivated. Creative driven. Quick learner.*

I am creative professional with more than 6 years of professional experience in Game Design who loves to design game features and gameplay loops to entertain people. Data and metrics are my main tools of trade.

## EXPERIENCE

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**Robots & Pencils is a digital innovation firm. They develop mobile and web projects and serious, augmented reality (AR) and educational games.**

*Creative Direction, Design Augmented Reality (AR) games, Design Serious games, Game Design Document, Data-driven Design, Level Design, Monetization strategies, Prototyping features, Project Management*

**SOFTGAMES is a leading developer of the most popular Instant Games with tens of million users every month.**

*Design casual Match-3 titles, Data Analysis, Data-driven design, Level Design, Monetization and engagement improvements, Prototyping features, Project Management, KPIs monitoring.*

**The Laboratory of Learning Objects (LOA) is a game studio located within Feevale University that develops educational games.**

*Game Design Document, Balance, Prototyping, Design new features, UI Design, Level Design, Creative Direction.*

**Scheffer School is a Design school with over 40 years of experience that has prepared thousands of students for the labor market.**

*Tutored over 200 students in Game Design, 3D Modeling and Graphic Design.*

**Over the years I worked as a freelancer in different creative fields.**

*Game Design, UI/UX, Creative Direction, Graphic Design, 3D Modeling.*

## PROFESSIONAL SKILLS

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**Game Design** | Game System Design - Data-driven Design - Game Economy optimization - F2P Monetization strategies - Prototyping - Playtest Analysis

**Level Design** | Rational Level Design - Level Blockout - Match-3 level design

**Other** | Data analysis - KPI analysis - Project Management - Risk Assessment - UI/UX Design - Visually focused design documentation

**Game Design** | Unity - Adobe XD - Microsoft Excel

**Graphic Design** | Adobe Photoshop - Adobe Illustrator - 3ds Max

**Project Management** | Jira - Confluence - GitHub - SourceTree - Trello

## EDUCATION

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**MBA in Project Management**  
Unisinos | 2017 - 2018

**Associate's Degree in Digital Games**  
Feevale University | 2009 - 2012