

Ricardo Machado Barbosa

Game Designer

Portfolio: ricardomachado.design



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Qualification Summary:

I have 3 years experience as a Game Designer, and my technical skills include designing game systems, using Confluence and Figma to write Game Design Documentations. Also using Unity to prototype new features and do level design. My greatest achievement is having a project participate in the Innova Summit and pitching it for potential investors.

Experience:

Junior Game Designer on Pipa Studios. From 09/2024 to 04/2025.

- Prototyped game animations and user journeys using Figma.
- Helped to bridge the gap between design, art, animation and programming.
- Helped to balance the economy of Bingo Machines.
- Helped to develop live ops features, such as daily missions.
- Worked directly with the creative director to breakdown new game features
- Made sure the game design documentation was helpful and updated for the entire team.
- Used Figma to prototype the game as well as helped with the
- Helped to solve edge cases in a very cost effective way.

Volunteer Game Designer on P1 Open Collective Game Studio. From 06/2023 to 03/2024.

- Helped to breakdown game mechanics into implementable features for the programming team using flowcharts.
- Designed game systems, as well as kept the documentation up to date.
- Represented the design team on weekly show and tell presentations, conducted daily meetings and sprint retrospectives.
- Helped to solve other team's blockers.

Project Bombatida made for Game Jam Plus and participating in the Innova Summit 2024

- Designed the core gameplay loop and game systems.
- Used Unity Pro Builder to do level concepts and grayboxing.
- Did playtesting with players and collected feedback using forms to improve the experience.
- Responsible for pitching the game, doing market research and budgeting the project.

Project Umbra

- Designed game systems and the moment to moment gameplay.
- Did narrative design, puzzle and combat.
- Prototyped new features and balanced the game in Unity.
- Did level concepts and grayboxing.

Gaming Experiences:

- I also like to build levels in the Unreal Engine for Fortnite to play with my friends.

Education:

- Graduated in Analysis and Systems Development from FIAP from 2019 to 2020, where I learned to program.
- Postgraduate degree in Tax Law from 2018 to 2019.
- Law School degree from Mackenzie Presbyterian University from 2011 to 2015.

Languages:

- Fluent in English
- Native in Brazilian Portuguese