

# Ricardo Machado Barbosa

Game Designer

Portfolio: [ricardomachado.design](http://ricardomachado.design)



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## Qualification Summary:

I have 3 years of experience as a Game Designer. I am highly dedicated, product-focused, and passionate about creating engaging game systems. My technical skills include Systems Design, Monetization, Balancing, and Economy. I also have experience with Level Design and prototyping. My greatest achievement was having a project participate in the Innova Summit and pitching it to potential investors.

## Experience:

### **Freelance Game Designer** on Afterverse. From 05/2025 to 01/2026.

- Systems Design focused on increasing retention and monetization.
- Balancing of game systems and economy.
- Documentation of new and existing features, including the creation of Mind Maps, Flowcharts, and Wiki Pages, using Figma for prototyping, Figjam, and Google Docs.
- Review of game UX, screen flows, and Information Architecture.
- Redesign of game UI, using GIMP to modify buttons and game assets.

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

- Helped to fine-tune RTP (Return to Player), balancing Paytables.
- Designed mathematical models alternating between high and low volatility, adjusting hit frequency to control the pacing.
- Daily and refinement meetings with devs to make sure the tasks were well defined.
- 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.

### **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.

## Education:

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

## **Languages:**

- Fluent in English
- Native in Brazilian Portuguese