

Ricardo Machado Barbosa

Game Designer

Portfolio: ricardomachado.design



São Paulo, Brazil



ricardomachado2112@gmail.com



[Ricardo Machado Barbosa](#)

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

AFTERVERSE— Freelance Game Designer

May/2025 to January/2026

- Designed Systems focused on increasing retention and monetization.
- Balanced game systems and economy.
- Documented new and existing features, created Mind Maps, Flowcharts, and Wiki Pages, using Figma for prototyping, Figjam, and Google Docs.
- Reviewed the game UX, screen flows, and Information Architecture.
- Redesigned the game UI, using GIMP to modify buttons and game assets.

PIPA STUDIOS— Junior Game Designer

September/2024 to April/2025

- Helped to fine-tune RTP (Return to Player) and balancing Paytables.
- Designed mathematical models alternating between high and low volatility, adjusting hit frequency to control the pacing.
- Refined new features with the programming and art team.

P1 OPEN COLLECTIVE— Volunteer Game Designer

June/2023 to March/2024

- Helped to break down 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.

SKILLS

Systems Design
Economy Design
Level Design
Monetization and Retention
Unity programming
Figma (UX/UI)

LANGUAGES

Fluent in English
Native in Brazilian Portuguese

EDUCATION

IT Systems Analyst

FIAP, São Paulo

January/2019 to
December/2020.

Law School

Mackenzie, São Paulo

January/2011 to
December/2015.

PROJECT BOMBATIDA— Game Jam Plus - selected for the Innova Summit 2024

J2024

- 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— CTRL ALT JAM 2024

2024

- Designed the game systems and the moment to moment gameplay.
- Narrative, Combat and Puzzle Design.
- Prototyped new features and balanced the game in Unity.
- Level concepts and grayboxing.