

Ricardo Machado Barbosa

Game Designer

Portfolio: ricardomachado.design



São Paulo, Brazil



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[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.

SKILLS

Systems Design

Economy Design

Level Design

Monetization and Retention

Unity programming

Figma (UX/UI)

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.

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.