

Ricardo Machado Barbosa

Game Designer

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Qualification Summary:

I have 3 years experience as a Game Designer. I am a highly dedicated, product-focused game designer with a passion for creating engaging game systems. My technical skills include designing games and monetization systems, prototyping new features using Figma and 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 Afterverse. From 05/2025 to present date.

- Developed new systems for the game and iterated on them to polish the experience.
- Designed micro transactions systems, as well as player progression.
- Used AI to express the development pipeline, using it to produce new maps and buildings, as well as revamping the game UI.

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

- Prototyped game animations and user journeys using Figma.
- 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