

Cesar Henrique Martins da Rosa

Game Designer

Portfolio: chmr.me

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Location: SC, Brasil

Experiences

Game Designer

Caleta Gaming

January 2022 - May 2024

Tasks

- Conducted market researches to map improvements and tendencies.
- Elaborated and maintained GDDs, among other complementary documentations.
- Created and balanced the mathematic of the games.
- Designed the display and navigation of interfaces for the art team to use as a guide.
- Pitched ideas to the stakeholders.
- Implemented minor tweaks and animations in the company's engine.
- Supported all sectors of the company involved with the product: artists, developers, testers, marketing, and commercial.

Highlights

- Participated in the creation of more than 30 games: Slots, Bingos, Scratchcards, Kenos, and a Crash.
- Created one of the company's best-performing maths of 2023.
- Designed the World Wild Cup, winner of the Game Innovation Spotlight Award in 2023 by Casino Beats.
- Developed the Math Tools, a software created with Electron to assist math-related tasks.

QA Intern

Caleta Gaming

July 2021 - December 2021

Tasks

- Tested all games on all displays, in different browsers, and on different devices.
- Reported bugs and possible improvements in a clear and detailed way.
- Improved the testing and issue reporting process.
- Maintained active communication with the development team and the art team.

Education

UNIVALI - Game Design and
Digital Entertainment

2018 - In Progress

Imagine School - Motion
Graphics

2016

Skills

- English B2-C1
- Brazilian Portuguese
- Game Design
- Probability and Statistic
- Documentation
- Scripting
- Prototyping
- UI Design
- UX Design
- Web Design
- Motion

Tools & Softwares

- Unity Engine
- C#
- Git
- Figma
- HTML
- CSS
- JavaScript
- TypeScript
- NodeJS
- Electron
- Adobe Illustrator
- Adobe Photoshop
- Adobe After Effects
- Google Docs
- Google Sheets
- Google Slides
- Notion