

Pedro Langbecker Lima

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Game Designer with a strong background in designing immersive gameplay experiences, balancing game systems, and collaborating with multidisciplinary teams. Developed both professional and personal projects, with upcoming releases in the pipeline. Skilled in Unreal Engine, Unity, and game programming languages (C#, C++). Strong analytical abilities and documentation writing. Committed team player with a passion for creating innovative and engaging gaming experiences. Looking for an opportunity in the Canadian game industry.

WORK EXPERIENCE

DX Gameworks

Mar 2022 – Present

Advanced Game Designer

São Paulo, Brazil

- Acting Lead Game Designer of Ruff Ghanor, a roguelike deckbuilding cardgame.
 - Restructured the core game loop and proposed several changes in the ongoing project to increase player agency and encourage different strategies.
 - Design and balancing of cards, enemies, builds and synergies.
 - Responsible for achieving a better game feel.
- Game Designer of Camp Wars, an original FPS multiplayer game.
 - Lead game designer of the project for 3 months with a team of 15+ people.
 - Brainstorm, design and balancing of different weapons and player actions.
 - Prototype of different game features using blueprints.
 - Helped define the game's interface and implemented it in the engine.
- Lead Game Designer of Project Vamp, a roguelite hack 'n slash game.
 - Partnered with the UI/UX team to design and refine the user interface.
 - Collaborated with the VFX and Animation team to achieve the desired combat feel.
 - Helped define, document and improve the game core loop.
 - Responsible for Combat Design, including player actions, enemy behaviors, attack patterns, and AI.

Imgnation Studios

Jan 2020 – Mar 2022

Game Designer

Santa Maria, Brazil

- Worked on Pirates of Planet B, a management and exploration VR game.
 - Brainstormed, designed, and documented several systems.
 - Performed exhaustive software testing.
 - Game content creation - quests, dialogues, enemies, items, and descriptions.
 - Created Unity scripts to speedup balancing iterations.
- Full development of a runner game, released by Lojas Renner for Children's Day.
- Pitch game ideas and worked on a full development cycle of several hyper casuals released on facebook by FRVR (documentation, development, balance, first-time user experience, KPI analysis, etc).

EDUCATION

Universidade Federal de Santa Maria

Feb 2014 - Dec 2017

Bachelor in Computer Science

Santa Maria, Brazil

- Participated in game jams, developed personal games and competed in programming marathons.

Universidade Franciscana

Feb 2019 - Jul 2021

Digital Games Courses

Santa Maria, Brazil

- Took Game Design, 3D modeling, and game narrative classes;

SKILLS

- Analytical Skills, Game Balance, Unreal Engine, Unity, Blueprints, Prototyping, Team Player, Documentation Writing, Game Programming, C#, C++, Git, SVN, Construct, Construct 2.