

IKARO SIQUEIRA RODRIGUES VITOR

GAME DESIGNER

CREATING MEMORABLE AND MEANINGFUL EXPERIENCES THAT SPARK EMOTIONS

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EDUCATION

Game Design Diploma
Vancouver Film School
October 2022 - October 2023

Computer Science
Bachelor's Degree
Federal University of Itajubá
February 2019 - October 2022

SKILLS

- Combat Design
- Level Design
- System Design
- Narrative Design
- Gameplay Design
- Receiving Feedback
- Spreadsheets
- Documentation
- 2D Layouts
- Greyboxing
- Blueprint / Visual Scripting
- Version Control / Git
- Analytical Thinking

TOOLS

- Unreal Engine
- Unity Engine
- Photoshop
- Google Sheets / Excel
- Google Docs / Word
- Miro
- C#

PASSIONS

- Horror / Movies / Books
- Goth Culture
- Metal / Electric Guitar
- RPG / D&D
- Coming Back from the Dead



EXPERIENCE

Game Designer

June 2023 – October 2023

High Steaks - Unreal - Vancouver Film School Final Project

- Designed a **First-person Melee Combat Game** in a Team of 6 with 2 other designers.
- Created and Iterated on the **GDD** (50 pages) and **LDD** (10 pages) using **Photoshop**, **Google Docs** and **Miro**.
- Built a simple and engaging Core Game Loop getting feedback from **30+ playtesters** and **10+ Mentors**.
- Designed the 3 enemies and their interactions using the **Ranged**, **Grunt** and **Tank** structure.
- Spearheaded **Combat** and **System Design** with Easy to Play Hard to Master philosophy.
- Owned **Gameplay Design** promoting different playstyles that fit High Skilled, Regular and Casual players.
- Owned **Level Design** creating unique rooms, encounters, and **2D Layout**, using **Photoshop** and **Greyboxing**.
- Prototyped the level scriptable events using **Unreal Blueprint / Visual Scripting**.
- Balanced the difficulty with progressive challenge and depth in the mechanics using **Excel / Spreadsheets**.

Game Designer

February 2023 – April 2023

The O'Driscoll's House - Unreal - Vancouver Film School Project

- Designed a **First-person Horror Game** that was used as a **Student Example** at Vancouver Film School.
- Created a **Horror Experience** in a house with 3 floors, using provided **2D Layout**.
- Developed the **Puzzle System** with the back-and-forth structure to unlock new rooms.
- Spearheaded **Gameplay Design** and Implemented the scripts using **Unreal Blueprint / Visual Scripting**.
- Worked on **Set Dressing** and **Lighting** to build the **Horror Atmosphere** and **Storytelling**.

Game Designer

April 2022 – October 2022

Honor Keeper: Between Blood & Sacrifice - Unity HDRP - Solo Projetos LTDA (Internship)

- Designed a Third-Person **Action RPG (Soulslike)** as an intern in a team of 3 developers.
- Spearheaded **Gameplay and Combat Design** creating progressive challenge using **Excel / Spreadsheets**.
- Owned **System Design** creating mechanics progression and Implemented the **Level Scriptable Events** using **C#**.
- Spearheaded **Level Design** with 3 unique regions, making a **2D Layout** using **Photoshop** and **Greyboxing**.

Game Designer

June 2021 – July 2021

Dwarven Rage - Unity - Dev-U

- Designed a **First Person Action RPG** in a team of 7 with 2 other designers.
- Created and Iterated on the **GDD** and **LDD** using **Photoshop**, **Google Docs** and **Miro**.
- Worked on **Level Design** creating 3 Levels and 20+ rooms, making a **2D Layout** using **Photoshop** and **Greyboxing**.
- Owned **Gameplay and Combat Design** with 6 different enemies and 4 Bosses.
- Spearheaded **System Design and Balancing** creating challenge attached to the economy and equipment.
- Built **Economy System** and trade mechanics with **15+** elements using **Excel / Spreadsheets**.