



Mauricio Scherer

Game / Level Designer

Contact

Address

Canoas, 92030138 Brasil

Phone

51991250207

E-mail

mauricio.sscherer@gmail.com

WWW

mauricioscherer.com

LinkedIn

linkedin.com/in/mauricioscherer

Technical Profile

- Unity 3D
- Unreal Engine 4 e 5
- C++ / C#
- Figma
- Photoshop
- Audacity
- Visual Studio
- Excel

Skills

Game designer focused on creating good experiences for the player in a balanced and fun way. Dedicated professional with 8 years of experience in the games area, working during this period mainly as a game and level designer and also as a programmer. I like working as a team, creating prototypes, mechanics, combat, levels and balancing.

Work History

2021-10 -
Current

Lead Game Designer

Big Moxi Games, Porto Alegre - RS

Working on the development of AAA and AA games for desktop and consoles, I usually use tools such as Unity, Photoshop, Figma, Visual Studio, Miro in my daily life, to carry out activities such as:

- Game and Level Design team management
- Prototyping in Unreal Engine 5
- Creation of Game/level design metrics
- General game balance
- Pacing definition
- Creation of tools to assist design
- Creation of game mechanics
- Game documentation and level design
- Tracking tasks along with other development times
- Defining tasks and time deadlines together with project manager
- Used debugging techniques to identify issues with computer code and resolve errors

2018-01-
2021-10

Game Designer

Senac RS, Porto Alegre - RS

Working on the development of educational games for WebGL, desktop, VR and AR, I used to use tools such as Unity, Photoshop, Figma, Visual Studio, Miro in my daily life, to carry out activities such as:

- Unity developer
- Pacing creation
- Environmental art
- Lighting
- Support in development of props, UI and UX
- Animations
- Cinematic
- Creation and manipulation of Sfx and Vfx

Game prototypes



English



Unity 3D



Unreal



Documentation



Visual comunicacional



Combat Design



Balance



Level Design



2017-05 -

2018-01

- Events participation

Unity Developer

EnGame, Porto Alegre - RS

Working on the development of an educational game as a service provider using Unity 3D, I was responsible for all stages of development

- Unity developer
- Pacing creation
- UI/UX
- Creation and editing of sfx and vfx
- Lighting
- Environmental art
- External test control
- Event participation

2017-01 -

2017-05

Unity Developer

Zoyd Software, Porto Alegre - RS

Working in the development of mobile games, my main activity is the development of game mechanics, which can highlight activities such as:

- Unity developer
- Cinematic Creation
- Creating UI elements

2016-05 -

2017-01

Unity Developer

EnGame, Porto Alegre - RS

the portfolio with the portfolio with the aim of gaining experience. I worked mainly with 3D desktop games using Unity. During this period I was able to improve my engine and C# skills

Education

2015-01 -

2022-07

Tecnólogo: Digital Games

Vale Do Rio Dos Sinos University - Porto Alegre - RS, Brazil

2009-01 -

2014-06

Bachelor Degree: Engenharia Mecânica

Vale Do Rio Dos Sinos University - São Leopoldo - RS, Brazil