

Mauricio Scherer

Lead Game Designer

Contact

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Design Skills

- Game balance & tuning
- Feature & mechanics design
- Combat design
- Level design
- Game feel
- Core loop, pacing & flow
- Rapid prototyping
- Design documentation
- Team leadership

Technical Profile

- Unreal Engine 4 & 5 (Blueprints)
- Unity 3D
- C++ / C#
- Figma & Miro
- Photoshop
- Excel / Spreadsheets
- Visual Studio
- Audacity

Languages

Portuguese	Native
English	Intermediate

Lead Game Designer with 10 years of experience in the games industry, from programming to leading design teams. Experienced in free-to-play mobile PvP, AAA/AA titles for PC and consoles, and educational games. Focused on building balanced, fun player experiences through prototyping, mechanics, combat, game feel and data-driven balancing, working closely with engineering, art, product and creative direction.

Work History

2024-09 – 2026-10

Lead Game Designer

HypeJoe, São Paulo - SP (Remote)

Led game design on **Uniqkiller**, a free-to-play 5v5 PvP mobile game built in Unreal Engine.

- Owned overall game balance and tuning
- Designed and specified new features from concept to release
- Prototyped mechanics and features in Unreal Engine
- Defined and tuned game feel (controls, feedback, combat responsiveness)
- Managed design demands and tasks, prioritizing the design backlog
- Worked closely with development, art, product and creative direction teams

2021-10 – 2024-08

Lead Game Designer

Big Moxi Games, Porto Alegre - RS

Development of AAA and AA games for PC and consoles.

- Managed the game and level design team
- Prototyped gameplay in Unreal Engine 5
- Created game and level design metrics, mechanics and overall balance
- Defined pacing and wrote game and level design documentation
- Built tools to support the design workflow
- Planned tasks and deadlines with the project manager and other teams

2018-01 – 2021-10

Game Designer

Senac RS, Porto Alegre - RS

Educational games for WebGL, desktop, VR and AR, built in Unity.

- Game design, pacing and Unity development
- Environment art, lighting, animation and cinematics
- Support on props, UI and UX; SFX and VFX creation
- Represented projects at industry events

2016-05 – 2018-01

Unity Developer

EnGame & Zoyd Software, Porto Alegre - RS

- **EnGame (2017-05 – 2018-01):** end-to-end development of an educational game as a service provider, including pacing, UI/UX, SFX/VFX, lighting and external playtests
- **Zoyd Software (2017-01 – 2017-05):** gameplay mechanics, cinematics and UI for mobile games
- **EnGame (2016-05 – 2017-01):** 3D desktop games in Unity, building engine and C# skills

Education

2015 – 2022

Technologist Degree in Digital Games

Unisinos (Vale do Rio dos Sinos University) - Porto Alegre - RS

2009 – 2014

Bachelor's Degree in Mechanical Engineering

Unisinos (Vale do Rio dos Sinos University) - São Leopoldo - RS