

Jefferson Romeu

LEAD GAME DESIGNER

“I just want to provide amazing experiences through new worlds.”

NATIVE IN PORTUGUESE
FLUENT IN ENGLISH

BRAZIL, SÃO PAULO

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DOCS SOFTWARE

ILUSTRATOR

UNREAL

UNITY

INDESIGN

PROFESSIONAL

Conceptual Design
Creative Insights
Character Mechanics
Mechanic Systems
Cinematography
Game Control
Game Knowledge
Documentation
Writing
User Experience

PERSONAL

Leadership
Perfeccionist
Focused
Organized
Time Management
Fast Learn
Versatile
Communicative
Team Play
Friendly

INTERESTS



EXPERIENCE

2022 • 2024 LEAD GAME DESIGNER

PETIT FABRIK, São Paulo

I work as a Lead Game Designer, being responsible to do pitching game ideas, GDDs, Level design, client meeting, task and team management.

2020 • 2022 SENIOR GAME DESIGNER

UNIP (Universidade Paulista), São Paulo

I work as a Game Designer, making educational games for the target school of UNIP.

2019 • 2020 GAME PROGRAMMER

UNIP (Universidade Paulista), São Paulo

I work as a Game Programmer, making educational games for the target school of UNIP.

2015 • 2017 GAME EXPERT

Level Up Games, São Paulo

I acted as Game Expert, taking care of from the games “Ragnarök” and “Perfect World”, inside their communities.

EDUCATION

2019 • Now GAME DESIGN

BOOKS AND OTHER SOURCES

Autodidacting through game design books, games, videos and all kinds of Game Design content.

2019 UNREAL ENGINE ESSENTIALS

UDEMY

I learned the basics of Unreal Engine.

2013 • 2017 GAME DESIGN BACHAREL

ANHEMBI MORUMBI, SÃO PAULO

Game design, level design and other game development sectors.