

Ricardo Duarte Sampaio

Game Designer

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Passionate about crafting immersive game experiences, I am a Game Designer with a creative mindset and a keen eye for detail. Armed with vast experience as an Architect, Project management, a solid foundation in Game Design principles, and hands-on experience in game development projects, I bring a fresh perspective to every task. Adept at collaborating with cross-functional teams, I thrive in dynamic environments where I can contribute innovative ideas and learn from seasoned professionals. Eager to grow and make meaningful contributions in the ever-evolving world of Game Design.

Experience

Game Designer

Aug 2022 - Jan 2024

Wise Foxes Interactive - Lethbridge, AB

- Continuously enhanced the Leansquad App, delivering regular updates and improvements to exceed user expectations and adapt to evolving needs.
- Collaborated closely with QA teams to swiftly identify and resolve bugs and issues, ensuring a seamless and reliable user experience.
- Skillfully implemented responsive UI designs, optimizing layouts across various iOS devices and screen sizes for optimal usability.
- Remained at the forefront of iOS trends and updates, seamlessly integrating new features and technologies to drive app development forward.
- Led the implementation of new features in the Leansquad App, leveraging a diverse toolkit including UIKit, SwiftUI, Restful Web - Services, URLSession, and more.
- Utilized an array of technologies and tools including IQKeyboardManager, WebKit, MapKit, HealthKit, Accessibility tools, Charts, Cocoa, and MVVM and Viper Architecture to enhance app functionality and user experience.
- Effectively managed dependencies and core features using GitLab as Version Control, ensuring streamlined collaboration and version management throughout the development process

Game Designer / 3D Modelling / Level Designer

Feb 2024 - May 2024

High Level Studios - Lethbridge, AB

- Collaborated closely with the Game Design team to architect and refine game mechanics for the mobile version, leveraging architectural expertise to optimize the level-design for historical accuracy and immersive gameplay.
- Applied architectural insights to enhance level design balancing, ensuring that gameplay challenges were finely turned to the historical context.
- Partnered with the team to innovate and refine mechanics for the VR component, enriching player experiences with cutting-edge interactions and immersive gameplay.

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- Developed extensive Game Design Documentation, meticulously outlining mechanics, level design intricacies, narrative elements, and player progression systems to ensure a cohesive and compelling player experience.
 - Played a pivotal role in crafting gameplay mechanics, balancing intricacies, and pacing dynamics, and ensuring alignment with the overarching design vision and player expectations.
 - Collaborated closely with the art team to seamlessly integrate visually stunning elements that complemented and elevated gameplay features, enhancing immersion and engagement. Enhanced the 3Cs concept to fit some new gameplay needs, mostly on the mobile game.
 - Contributed to the 3D modelling efforts for the game's lobby and key in-game items, lending architectural expertise to create visually striking and immersive elements that enhanced the overall gaming experience.
 - Work on the level-design of the lobby, first and second map of the game, adding and changing elements based on the player's experience.

iOS Engineer

Feb 2022 - Jun 2022

LeanSquad - Toronto, ON

- Continuously enhanced the Leansquad App, delivering regular updates and improvements to exceed user expectations and adapt to evolving needs.
- Collaborated closely with QA teams to swiftly identify and resolve bugs and issues, ensuring a seamless and reliable user experience.
- Skillfully implemented responsive UI designs, optimizing layouts across various iOS devices and screen sizes for optimal usability.
- Remained at the forefront of iOS trends and updates, seamlessly integrating new features and technologies to drive app development forward.
- Led the implementation of new features in the Leansquad App, leveraging a diverse toolkit including UIKit, SwiftUI, Restful Web - Services, URLSession, and more.
- Utilized an array of technologies and tools including IQKeyboardManager, WebKit, MapKit, HealthKit, Accessibility tools, Charts, Cocoa, and MVVM and Viper Architecture to enhance app functionality and user experience.
- Effectively managed dependencies and core features using GitLab as Version Control, ensuring streamlined collaboration and version management throughout the development process

iOS Engineer

Jan 2020 - Jan 2022

Kinduct Technologies - Halifax, NS

- Continuously enhanced the Kinduct Sports App, delivering regular updates and improvements to exceed user expectations and adapt to evolving needs within the dynamic sports environment.
 - Collaborated seamlessly with QA teams to swiftly identify and resolve bugs and issues, ensuring a seamless and reliable user experience for athletes and coaches alike.
 - Skillfully implemented responsive UI designs, ensuring intuitive layouts across a spectrum of iOS and Android devices and screen sizes, enhancing accessibility and usability for all users.
 - Remained at the forefront of iOS trends and updates, seamlessly integrating new features and technologies to drive the app's functionality and user engagement.
 - Led the implementation of new features in the Kinduct App, leveraging a versatile toolkit including UIKit, SwiftUI, Restful Web Services, HealthKit, Accessibility tools, and Charts.
 - Utilized GitHub as Version Control to manage codebase effectively, ensuring seamless collaboration and version management among team members.
 - Employed the MVVM Architecture to streamline development processes and enhance scalability, maintainability, and testability of the application. - Expertly managed and visualized user health data from the Health app, leveraging HealthKit to create insightful charts that provided valuable insights to athletes and coaches.
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iOS Engineer

Aug 2018 - Apr 2019

Vog App Developers - Calgary, AB

- Successfully developed and launched 8 iOS Apps catering to diverse client needs, consistently exceeding expectations through regular updates and enhancements to meet evolving user demands.
- Collaborated seamlessly with multidisciplinary teams including QA, Data, and Design, to swiftly identify and rectify bugs and issues, ensuring a seamless and reliable user experience across all applications.
- Crafted responsive UI designs, meticulously optimizing layouts to ensure flawless performance across various iOS devices and screen sizes, enhancing accessibility and user engagement.
- Remained at the forefront of iOS trends and updates, adeptly incorporating new features and cutting-edge technologies into app development to ensure continuous innovation and competitiveness in the market.
- Drove the implementation of new features across the spectrum of apps developed, leveraging a versatile toolkit including UIKit, SwiftUI, Restful Web Services, MapKit, Accessibility tools, Charts, and Cocoa Package.
- Effectively utilized GitHub as Version Control, facilitating seamless collaboration and version management to ensure efficient development processes.
- Employed the MVM Architecture to streamline development workflows, enhancing scalability, maintainability, and testability of the applications, while adhering to best practices and industry standards.

Education

CESMAC

2003 - 2011

Maceio, AL - Brazil

- Bachelor of Architecture and Urban Planning
- GPA: 3.5

CICCC

2016 - 2018

Vancouver, BC - Canada

- Web and Mobile App Development
- GPA:4.0

EBAC

2022 - 2023

Sao Paulo, SP - Brazil

- Game Designer
- GPA: 4.0

Skills

- Project Management
- AGILE
- Game Design
- Combat Design
- Level Design
- Character Design
- Music Design (auxiliar)
- Problem-solving
- Architecture and Urban Design
- People Skills
- Spread Sheet (Excell)
- Narrative Design
- Storyboard
- Charts and Graphics expert

LANGUAGES

- ENGLISH - FLUENT
 - SPANISH - INTERMEDIATE
 - PORTUGUESE - NATIVE
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