

Jhonnatan Christofer Barbosa

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PROFILE

Portfolio: <https://www.jhorro.com>

A passionate Game Designer skilled in developing innovative gameplay mechanics, systems, and narratives. Proficient in Unity, Unreal, and Godot, with experience leading collaborative teams to deliver engaging and polished games. Focused on creating immersive player experiences and staying ahead of industry trends.

EXPERIENCE

Yadaa: School of Technology – São Carlos/SP, Brazil.

July 2024 – Present

Instructor of Game Development, Robotics and Electronics – Full-time.

- Delivered lessons to over 50 students and 7 classes in Scratch, Godot, Arduino, Thinkable and LEGO EV3, focusing practical skills and real-world applications.
- Created a Godot course aligned with industry standards and introduced app development in Thinkable.
- Stimulated a creative and collaborative environment, offering guidance to support success in future careers.

SuperGeeks S.A. – São Paulo/SP, Brazil.

October 2023 – December 2023

Game Development Teacher - Full-time.

- Taught over 50 students key skills such as creativity, problem-solving, teamwork, and communication.
- Developed a curriculum to empower future game developers, emphasizing both technical and personal skills.

Engineering For Kids Brasil – São Paulo/SP, Brazil.

April 2023 – July 2023

Game Development and Robotics Teacher - Full-time.

- Empowered over 100 students in game development and robotics, promoting collaborative learning.
- Stimulated critical thinking and provided personalized guidance in game design and robotics.

FoxTales Studios – São Paulo/SP, Brazil.

March 2020 – March 2023

Game Designer - Full-time – Student Studio at PUC-SP.

- Led a team of 7 in launching over 10 games across various genres, including platformers, puzzle games, and RPGs, for PC, android, and web platforms.
- Achieved over 1000 downloads across various titles, contributing to the studio's objectives and reputation.
- Designed systems, managed game balance, and integrated data analysis. Created technical documentation.
- Guided end-to-end design processes from initial concept, prototyping to final execution.

EDUCATION

Pontifícia Universidade Católica de São Paulo – São Paulo/SP, Brazil.

February 2020 – December 2023

Bachelor's degree in Digital Games.

Studied game design and development, specializing in Unity, Unreal, and Godot, along with 3D modeling in Maya and Blender. My final project (Guardian's Falls – Wounds) involved leading the design, programming, and production process. Participated in game jams, winning Best Art at PUCJam 2023.

Universidade de São Paulo – São Carlos/SP, Brazil.

February 2017 – January 2020

Bachelor's degree in Statistics (Incomplete).

Gained foundational knowledge in data analysis and programming (Python, R). Transitioned to Digital Games, applying my statistical background to enhance game economy design and player behavior analysis.

SKILLS

Languages: Fluent English, Native Portuguese and Basic Spanish.

Softwares: *Programming (C/C#/C++, Python), Engines (Unreal, Unity, Godot), 3D and Animation (Maya, Blender, ZBrush), Design (Photoshop, Illustrator), Version Control and Project Management (Git, Trello).*

Creative Problem Solving: Developed innovative solutions to overcome design challenges, leading to more engaging and polished final products.

Team Leadership: Led diverse teams on multiple game projects, ensuring clear communication, role allocation, and timely delivery of tasks.

Effective Communication: Delivered complex technical concepts in an accessible manner to students and team members, enhancing collaboration.

AWARDS AND HONORS

PUCJam 2023 - Best Art: Awarded for the game "Beasts of Agony" by PUC-SP (July 2023).

PUBLISHED PROJECTS

Idle Kingdom Builder

Idle Clicker | September 2024 | Google Play Store [Play on Google Play](#)

- **Roles:** Game Designer, Programmer
- **Contributions:** Developed core game mechanics, balancing, and the economy system for resource management gameplay. Integrated analytics for tracking player behavior and fine-tuning progression curves to maximize engagement. Implemented ad monetization features and in-app purchases.
- **Achievements:** Achieved over 100 downloads, demonstrating strong player engagement. Maintained a 30% retention rate over the first month of launch.

Guardian's Falls – Wounds

2.5D Metroidvania | December 2023 | Graduation Conclusion Project (TCC) – [View Demo on Itch.io](#)

- **Roles:** Game Designer, Programmer, Producer
- **Contributions:** Designed core systems, mechanics, and levels. Led the team to create a cohesive world and balanced gameplay. Implemented parkour mechanics for fluid movement. Managed asset production and project timeline through weekly meetings.
- **Achievements:** Developed a captivating demo available on itch.io and prepared the game for a full release.

Beasts of Agony

Souls-like | PUCJam | July 2023 | Game Jam Project – [Play on Itch.io](#)

- **Roles:** Game Designer, Programmer, Producer
- **Contributions:** Designed levels, balanced gameplay, and created game concepts. Developed all core systems, UI/UX, and handled project management.
- **Achievements:** Won "Best Art" at PUCJam 2023 for its captivating visual direction and gameplay.

Operação Bagre Noturno: Lux in Tenebris

Stealth Action Comedy | CtrlAltJam#3 | May 2024 | Game Jam Project – [Play on Itch.io](#)

- **Roles:** Game Designer, Producer, 3D Artist
- **Contributions:** Designed gameplay blending stealth, action, and humor. Managed the team, produced 3D assets, and shaped the narrative in an alternate reality setting inspired by Splinter Cell and Metal Gear Solid.
- **Achievements:** Submitted to CtrlAltJam#3, praised for its unique combination of espionage and comedy in a Brazilian geopolitical context.

CERTIFICATES

- **Game Design**
 - The 5 Steps of Game Design (Udemy, 2022): Covered the entire game design process, focusing on player psychology and iterative design techniques.
 - The Psychology of Games (Udemy, 2022): Explored how psychological principles can be applied to enhance player engagement and satisfaction.
 - Level Design Master Class (Udemy, 2022): Provided techniques for creating balanced game levels.
 - Industry Standard Game Design Tests (Udemy, 2022): Focused on practical tests and scenarios used in the game design industry.
- **Programming and Development**
 - Advanced Python (USP/SAEComp, 2019): Covered Python programming concepts and applications.
 - Unreal Engine Blueprint (Udemy, 2022): Taught visual scripting in Unreal Engine for game development.
 - Complete C# Unity (Udemy, 2022): Comprehensive course on C# programming within the Unity engine.
 - Unity Basics (USP/ICMC, 2019): Fundamental concepts and tools in Unity for game development.
- **3D Modeling, Art and Animation**
 - Maya for Beginners (Udemy, 2020): Basics of 3D modeling and animation using Autodesk Maya.
 - ZBrush (Udemy, 2023): Techniques for digital sculpting and modeling with ZBrush.
 - The Beginner's Guide to Animation in Unity (Udemy, 2021): Fundamentals of animations in Unity.
 - Drawing Course (Udemy, 2020): Basic drawing techniques and principles.
 - Digital Painting Course (Udemy, 2020): Techniques for digital painting and illustration.
- **Graphic Design and Tools**
 - Graphic Design (NEP, 2014): Covered essential graphic design principles and tools.
 - Microsoft Office (NEP, 2014): Proficiency in Microsoft Office suite for various applications.