

MARIANA TURCHIARI BOUCAULT

OBJECTIVE Looking for a **game designer** position at a company which focus on creating fun games and remarkable user experience among a talented team. Willing to relocate.

HIGHLIGHTS OF QUALIFICATION

- Solid background in game development, freemium games and system design
- Experience with scripting and team management
- 6 Years in the game industry
- Multilingual: Native Brazilian Portuguese, Fluent English and Intermediate French
- Analytical thinker, teamwork player and practical

EDUCATION **UNIVERSIDADE ANHEMBI MORUMBI – SÃO PAULO - BRAZIL**
2008 - 2011
Bachelor in Game Design

EXPERIENCE **GAME DESIGNER – TAPPS GAMES**

September 2014 – July 2015

Developed mobile games for iOS, Android, Windows Phone & Amazon Store. Worked on more than 15 projects, including:

- Dear Diary (#1 RPG game in 31 countries / #1 Game in 3 countries)
- Goat Evolution (#1 Highest grossing game in Poland)
- Money Tree (#1 Game in Denmark)

PRODUCT MANAGER – LEVEL UP! INTERACTIVE S.A.

September 2013 - September 2014

Overviewed the publishing strategy of the game Hex: Shards of Fate, a free-to-play TCG MMO RPG, for Brazil and LATAM's launch.

PRODUCT DESIGNER – LEVEL UP! INTERACTIVE S.A.

July 2013 – September 2013

Worked on undisclosed project. Main activities:

- System creation and documentation
- Benchmark analysis
- UX/UI analysis
- User research and focus groups studies

GAME DESIGNER – INSOLITA STUDIOS

October 2011 – July 2013

Worked as Game and Level Designer for Turma do Chico Bento – a free-to-play Facebook social game that reached 900k MAU.

- Creation and documentation of main features of the game
- Designed game's core loops and mini games
- Helped with the monetization strategies for the game
- Scripted game quests, using game specific programming language
- Designed game interfaces

QA TESTER – GLU MOBILE

April 2010 – October 2011

Worked as lead QA for Circus City, among other projects.

- Managed small QA team on Glu studio projects
- Created objective testing plans for mobile games (feature phones/smart phones)
- Bug localization and reporting using Jira and Bugzilla tracking tools

Past Projects

- Call of Duty: Black Ops
- God of War Betrayal
- Paperboy: Special Delivery
- Zombie Isle
- Family Guy: Time Warped
- Circus City
- Where is Waldo?
- Blur
- Family Feud
- Who Wants to be a Millionaire
- Build-a-Lot 2
- Deer Hunter: African Safari
- Treasure Raiders
- Boo Town

GAME DESIGNER - ITAÚ CULTURAL

April 2009 – September 2009

- Designed a flash game for Visual Arts Encyclopedia based on Brazilian art movements (Concretismo and Neoconcretismo)
- Prototyped the game analogically
- Created the puzzles level design, inspired by movement's artists
- Produced the game art assets

RELATED PROJECTS AND ACTIVITIES

- Consulting in monetization for game companies
- Online Gamification course – University of Pennsylvania
- Flash CS3 and 3Ds Max - Impacta Tecnologia
- Game Strategies for Communication and Marketing - ESPM – Escola Superior de Propaganda e Marketing
- Participation on Physics and Mathematics Brazilian Olympiads

SOFTWARE AND ENGINES

Microsoft Office Suite, Visio, Corel Draw, Illustrator, Photoshop, Flash, InDesign, 3Ds Max, Maya, Google SketchUp, Torque 3D, Unity, MindJet, Trello, Google Drive, Corona, BitBucket, Git, SVN

OTHER

Scrum methodology / Agile

Scripting languages and basic programming (actionscript 2.0, Lua, C#, Javascript, XML, HTML)