

MARIANA TURCHIARI BOUCAULT

OBJECTIVE Looking for a **senior 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 and system design
- Expertise in monetization, game balancing and economy
- 10 Years in the game industry
- Multilingual: Native Brazilian Portuguese, Fluent English and Intermediate French

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

EXPERIENCE **SENIOR GAME DESIGNER – UBISOFT MONTREAL**

March 2017 - Present

Working as game designer on For Honor's live ops, dealing with economy balancing and system design.

ECONOMY GAME DESIGNER – BEHAVIOUR INTERACTIVE

February 2016 – March 2017

Working as game designer focused on the economy and monetization strategy for mobile games.

- Love & Hip Hop (#2 adventure game in the US)
- Knightfall (Steam early access) – AI design
- + 1 unreleased project.

GAME DESIGNER – TAPPS GAMES

September 2014 – July 2015

Developed mobile games for iOS, Android, Windows Phone & Amazon Store. Worked with the game design and monetization 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/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

Worked with game prototype, level design and art production.

RELATED PROJECTS AND ACTIVITIES

- Consulting in monetization for game companies
- Online Gamification course – University of Pennsylvania
- Game Strategies for Communication and Marketing - ESPM
- Participation on Physics and Mathematics Brazilian Olympiads
- [Game Economy Workshop at TAG](#)

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, Unity, Perforce

OTHER

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