

Otavio Antonio Rosman Rosindo

Game Designer | Unity Developer | F2P Systems | Progression & Economy
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SUMMARY

Game Designer and Unity Developer focused on product — specializing in building and closing gameplay loops, progression systems, and economy design for mobile and systems-heavy games. Experience shipping a live F2P mobile game on Google Play with real monetization, account persistence, and measurable retention. Strong background in GDD documentation, balance iteration, and systems design across multiple genres.

CORE SKILLS

Design	Gameplay systems, economy & progression design, GDD, balance, monetization (IAP/Ads/Passes)
Technical	Unity (C#), Firebase (Firestore/Auth), Git, Figma, Trello
QA	Gameplay testing, regression, bug reproduction, balance validation, UX analysis
Languages	Portuguese (Native) English (Full Professional)

PROJECTS

Game Designer & Unity Developer | [Head Volley Clash](#) | Jan 2025 – Present

- Designed and shipped a complete **F2P mobile game** on Google Play — solo end-to-end from concept to live release
- Built a **three-layer economy** (Coins, Gems, Energy) with distinct behavioral roles in retention and monetization
- Designed rarity-based cosmetic shop (Standard, Elite, Legendary) as an economy architecture decision, not just visual classification
- Implemented **Starter Pack and Volley Pass** as product-level decisions to accelerate new player onboarding and mid-term retention
- Integrated Firebase Firestore for account-based persistence, Unity IAP + Ads with per-account one-time offers and anti-repurchase logic
- Result: **~330 peak daily installs** at launch, **~40 monthly active users** with zero updates since release

Game Designer & Unity Developer | [Legacy of Allard](#) | May 2022 – Present

- Designed a turn-based tactical RPG with **5 classes**, parameterized ability systems, and a combinatorial skill interaction model
- Built a **cross-class debuff system** (Fire, Frost, Venom, Shadow, Arcane) as a shared language enabling team-based setup-and-detonate plays
- Designed destructible terrain as an active tactical resource — positioning decisions carry consequences across turns
- Shipped a playable WebGL prototype with a **live Steam page** and full GDD documentation covering systems, abilities, and economy

Lead Game Designer | [Tiny Ruins Tycoon](#) | 2024 – Present

- Designing a cozy idle/management game with a **multi-resource incremental economy** (Wood, Stone, Gold, Essence, Gems)
- Economy uses differentiated scaling formulas: production at $\text{base} \times 1.25^{\text{level}}$, upgrade costs at $\text{base} \times 1.15^{\text{level}}$ — gap engineered to create momentum early and friction in mid-game

- Full GDD covering 4-era progression, Tinykin worker systems, narrative prestige, event design, and monetization

EDUCATION & CERTIFICATIONS

Digital Games — FIAP

Professional Certificates: Mobile App Development & 3D Modelling | Web Programming & UI Design | Game Engines, Marketing & Entrepreneurship | Scripting & Animation for Digital Games