Otavio Antonio Rosman Rosindo

Game Designer | Gameplay Systems & F2P Economy | Unity
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SUMMARY

Game Designer with hands-on Unity implementation, focused on gameplay systems, progression and F2P economy. Published a free-to-play mobile game on Google Play as sole designer and developer, co-founded and designed a tactical multiplayer RPG with an active Steam page, and built a playable 2D action-platformer prologue. Works from GDD to Unity prototype, playtest and balance iteration. Independent developer since 2022; targeting junior-to-mid Game Designer roles, remote.

SKILLS

Design: Systems design; economy and progression design; F2P monetization (IAP, rewarded ads, passes); combat and ability design; level design; balancing; GDD writing; tooltip and localization audits (EN/PT-BR)
Technical: Unity and C# gameplay programming with AI assistance, ScriptableObjects, Firebase Firestore, Unity IAP and Ads, WebGL builds, Git, grey-box prototyping; Photon PUN2 (Fusion migration in progress)
Production & QA: Playtesting, bug reproduction, regression testing, balance validation by simulation; Figma (wireframes), Trello (work organization)
AI workflows: AI-assisted programming and art; multi-agent orchestration in OpenMausBot (teams of 4–5 agents on Gemini, Claude Code, Codex and Qwen)
Languages: Portuguese (native) | English (full professional)

GAME DEVELOPMENT PROJECTS (Reaperborn Forge, independent studio)

Head Volley Clash | Game Designer & Unity Developer (solo) — Jan 2025 – Present

F2P arcade volleyball, live on Google Play since June 2025 | Unity, Firebase Firestore, Unity IAP, Unity Ads | case study / page

- Designed a **three-currency economy** (Coins, Gems, Energy): win rewards of 50–100 coins vs normal AI and 100–250 vs higher difficulty, a +200 first-win-of-the-day bonus, rarity-tiered cosmetics (Epic and Legendary gems-only), a Starter Pack and a 10-tier Volley Pass (free and premium tracks).
- Implemented per-account persistence with Firebase Firestore, plus Unity IAP and rewarded ads with one-time offers and anti-repurchase logic.
- Oct 2026 rework (v1.3.x): new-player onboarding with anonymous sign-in, reworked reward and energy economy, daily missions, AI difficulty tuning, a new UI theme and functional local multiplayer (online not yet).

Legacy of Allard | Game Designer & Unity Developer (Co-founder) — May 2022 – Present

Turn-based tactical multiplayer RPG | PC | Unity, Photon PUN2; backend by co-founder | case study / page

- Designed a five-class roster with parameterized abilities, a cross-class debuff system (Fire, Frost, Venom, Shadow, Arcane) and the **Sliver build system** (four ability slots, each from any class).
- Designed **destructible terrain** as a tactical resource: Critical hits widen the destruction radius, while support, buff and control abilities destroy none. Set the mana curve (starts at 1, +1 per round, cap 10).
- Audited ability tooltips: found 8 damage abilities that hid their numbers and raised Portuguese coverage from 23 to **151 entries**.
- Delivered the full GDD (systems, abilities, economy), a playable WebGL alpha and an active Steam page.

Tiny Ruins Tycoon | Game Designer & Unity Developer (solo) — 2024 – Present

Cozy idle/management vertical slice, 3 of 5 planned eras playable | Unity 6, C#, ScriptableObjects | itch.io | case study / page

- Found and fixed an **inverted cost curve**: production grew ~1.316x per level against a 1.15x cost multiplier, so one building's payback fell from ~61 s to ~9 s by level 15. Raised the multiplier to ~1.38 (payback now climbs from ~61 s to ~118 s), through simulation and balancing math.
- Replaced two stacking speed floors (4x and 10x, combined 40x) with a single combined floor, closing a latent exploit.

Escape Adventure | Game Designer & Unity Developer (solo) — 2026 – Present

2D action-platformer | Unity, HTML5 (browser) | itch.io, in development | case study / page

- Built a playable prologue (EN/PT): four stages, five enemy types, two boss fights, three difficulty levels, ~21 minutes for a first full run.
- Level design from paper to playable: telegraphed hazards, enemies that each demand a different answer, a per-stage countdown clock and mobility upgrades bought with enemy fragments.
- Split stamina (punches, jumps, dashes) from separate ranged-attack charges so attacking never removes the option to dash away; revised several mechanics against the GDD after playtests.

Sharp Memories | Writer & Designer (solo) — Paused

Original gothic mystery visual novel, not in active development

- Wrote the full story start to finish: four-act screenplay set in London (1777 and decades later) with defined character arcs. All art produced with AI tools.

EDUCATION & CERTIFICATIONS

Digital Games (Technologist degree), FIAP | 2019 – 2020
FIAP professional certificates: Mobile App Development & 3D Modelling | Web Programming & UI Design | Game Engines, Marketing & Entrepreneurship | Scripting & Animation for Digital Games