

Alexandre (Chaves) J. Lima Filho

Game Designer with strong technical background

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Summary

Dedicated and skilled professional with over 10 years of experience in the game industry. Strong background in Technical Art and Object-Oriented programming with C#. Passionate about creating innovative game levels and mechanics that enhance storytelling. Effective team leader with a track record of meeting project deadlines. Excited to contribute expertise and improve English language skills in a multi-cultural game company.

Level Design Bootcamp - Unreal Engine 5 and Houdini

Date: March 2023 until nowadays

- Created different HDA assets to build 3D levels on Unreal Engine 5.
- Created multiple levels and has to explore different procedural pipelines.
- Used Blueprint to prototype game mechanics.
- Certified at Fundamentals of Houdini for 3D Artists, by CGMA School.
- Certified at Level Design for Games in Unreal, by CGMA School.

Chimera Entertainment - Senior Technical Artist

Game: XCom Legends and Shadow & Bones | Date: December 2020-March 2023

- Implemented UI, animations, Houdini pipelines, and graphics exploration.
- Contributed to a multi-cultural game company, improving language skills.
- Use Houdini to export landscapes directly to Unity.
- Actively participated in brainstorming and problem-solving sessions, providing valuable input to enhance gameplay mechanics and user experience.
- Worked on cross-disciplinary teams, fostering a dynamic and collaborative environment that led to successful project outcomes.

Rogue Snail - Team Leader & Senior Gameplay Programmer

Game: Relic Hunters Legend | Date: June 2019 – December 2020

- Led and supported the team to achieve technical and creative milestones.
- Ensured successful delivery of projects.
- Utilized Unity and C# to develop tools for the online game "Relic Hunters Legend"
- Implementing online gameplay features using Unity, C# and Photon Engine.

Hoplion - Technical Artist

Game: Heavy Metal Machines | Date: 2019

- Create tools and prefabs to the MOBA Heavy Metal Machine
- Integrate Characters, Skills, VFX and UI.
- Improve tool systems and lighting of scenes.

Cafundó Estúdio Criativo - Game Designer & Technical Artist

Game: Tetragon | Date: February 2017 – April 2019

- Led and supported the team to achieve technical and creative milestones.
- Create documentation to define Features, Lore and TA Pipelines.
- Conceptualize the core mechanics and create 42 different puzzles.
- Create the pacing of the game with a total of 4 hours narrative puzzle experience.

Education

- Bachelor of Arts (B.A.) in Game Design and Digital Media, Universidade do Vale do Itajaí, 2009-2012
- CGMA - Computer Graphics Master Academy, Level Design for Games, 2021
- CGMA - Computer Graphics Master Academy, Intro to Blender for Concept Art, 2022
- CGMA - Computer Graphics Master Academy, Fundamentals of Houdini for 3D Artists
- CGMA - Computer Graphics Master Academy, Level Design for Games in Unreal, 2023

Prizes and Nominations

- Digital Dragon Awards, 2021 - Finalist with the game "Tetragon."
- Winner of the Google Indie Game Found during the year of 2022.
- Pixel Show Creative Award, 2019 - Winner of Best Game and Best Gameplay with "Tetragon."
- IMGA - International Masters Games Association Award, 2019 - Nominee for Best Game with "Tetragon."
- Unreal Spring Game Jam, 2017 - Winner Best Android with "Bad Day Raccon."
- Graduation with Merit in Game Design, Universidade do Vale do Itajaí, 2012

SKILLS

- Visual Scripting
- UI Integration
- Pipelines
- Procedural
- Leadership

SOFTWARES

- Adobe Package
- Unreal Engine
- Unity Engine
- Houdini
- Blender 3D

LANGUAGE

- English, C1 Level.
- Portuguese, Native Speaker.

SHIPED GAMES

PLATFORMS

- Nintendo Switch
- Playstation 4
- Xbox One
- PC Steam
- Playstore
- Apple Arcade