Alexandre J Lima Filho

Professional pseudonym: Alexandre Chaves

SENIOR / TECHNICAL LEVEL DESIGNER

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Level Designer with 13+ years in game development across PC, console, and mobile. Combines encounter and puzzle design with technical implementation, world streaming, and performance profiling. Experience spans shipped franchise work, freelance multiplayer minigames, and creative leadership on an original indie game.

SELECTED LEVEL DESIGN WORK

Tomb Raider I-III Remastered

Challenge Mode / Enemy additions & encounter design

- Sole responsibility for enemy additions, with ownership of enemy and level modifications for Challenge Mode across the trilogy; collaborated with developers, designers, and artists on implementation approaches.
- Compared weapon-versus-enemy Time to Kill (TTK) to inform enemy Challenge Rate (CR) balancing and authored Data Driver files for encounter additions.
- Designed multi-axis encounters within existing classic levels, combining enemy types to shape aiming demands, pressure, and combat pacing.

UFO Robot Grendizer: The Feast of the Wolves

Technical Level Design / Nintendo Switch optimization

- Optimized six terrestrial landscape levels through World Streaming, providing iterative tool feedback to developers and integrating their modifications.
- Added cliffs and game assets to create occlusion spots, dividing open landscapes into areas where assets could load and unload outside the player's line of sight.
- Profiled level changes to verify optimization gains; accounted for the distinct optimization needs of third-person and spaceship gameplay.

Tetragon

Creator / Game Director / Lead Level & Puzzle Designer

- Created the game and established its studio partnership, guiding a seven-year journey from indie concept to release on mobile, consoles, and PC; began level creation and game direction in 2018.
- Designed all 42 puzzles across four regions using tower movement and 90-degree world rotation; defined spatial metrics, tower movement limits, and the learning progression.
- Wrote story arcs and cinematics, directed art and VFX, and coordinated QA playtests and event feedback to refine the complete experience.

Arena of Dreams

Freelance Level Designer / Two released multiplayer minigames

- Created two publicly released minigames for 32 simultaneous players, taking concepts through functional prototypes and production-ready blockouts.
- Defined systems, pacing, goals, and level layouts; pitched ideas to the Game Designer and Director's brief and iterated through regular director playtests.

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SENIOR / TECHNICAL LEVEL DESIGNER - EXPERIENCE & QUALIFICATIONS

PROFESSIONAL EXPERIENCE

Magic Media Studio

Senior Game Designer / Level Designer | 2024-Present

- Projects: CANTOS and Tomb Raider I-III Remastered. Designed multiplayer RTS content, level layouts, and gameplay features with a focus on readability, strategic choice, onboarding, and replayability.
- Prototyped and documented designs, collaborated with engineering, art, production, and QA, and refined balance and pacing through playtesting.

Fanatee Studio

Freelance Level Designer | 2023

- Arena of Dreams: created two shipped minigames, owning rules, player flow, pacing, prototypes, and production-ready blockouts for multiplayer play.

Chimera Entertainment

Technical Artist / Technical Level Designer | 2021-2023

- Integrated UI, animation, and gameplay systems across commercial projects. Built procedural Houdini workflows and supported multidisciplinary feature implementation.

Rogue Snail

Team Lead / Gameplay Programmer | 2019-2021

- Relic Hunters Legend: led gameplay feature development for an online cooperative looter-shooter using Unity, C#, and Photon networking.
- Implemented and balanced gameplay, combat, weapons, and abilities through cross-disciplinary iteration; mentored junior developers and helped establish technical workflows.

CORE EXPERTISE & TOOLS

Level & Puzzle Design / Combat Encounters / Multiplayer Minigames / Blockout & Prototyping / Spatial Metrics / World Streaming / Performance Profiling / Design Documentation / Creative Direction / Playtesting
Unreal Engine / Unity / Blueprints / C# / Houdini / Git

EDUCATION & TRAINING

UNIVALI - Universidade do Vale do Itajai | 2009-2012
BA in Game Design and Digital Media - Graduated with Merit
CGMA: Level Design for Games (2021); Introduction to Blender (2022); Fundamentals of Houdini (2022); Level Design in Unreal Engine (2023)

LANGUAGES

Portuguese - Native / English - Full professional proficiency (C1) / Spanish - Beginner (A1)