Thales Rebelo
Game Designer

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- EXPERIENCE -

Game Designer
Gixer Entertainment • Changer Seven • Unreal Engine 5 (PC & Consoles)
São Paulo, SP, Brazil • Contract, Remote • **November 2023 - October 2025**
- Balanced player character attributes and abilities
- Designed and fine-tuned enemy AI behaviours, stats, and encounters
- Developed game systems that govern core mechanics (combat/progression)
- Created and maintained design documents for the game systems
- Prototyped, implemented, and iterated on 3 levels
- Conducted playtests to gather feedback on character and enemy balance
- Analysed community feedback to tweak character and enemy balances
- Collaborated with technical teams to optimise gameplay systems
- Identified and fixed bugs related to character abilities and enemy interactions
- Assisted in coordinating the project's documentation and naming structure

Level Designer
PopReach Corporation • PAYDAY Crime War • Unity (Mobile)
Vancouver, BC, Canada • Permanent, Hybrid • **December 2022 - August 2023**
- Planned levels that incorporated both stealth and FPS gameplay elements
- Wrote and maintained level design documents all of the game's levels
- Gathered references and evaluation of resources needed for development
- Prototyped, implemented, tested, and polished, new levels
- Ensured pacing, challenge, scalability and replayability on levels
- Conducted playtests with the team to gather feedback and suggestions
- Translated community feedback into tangible level improvements
- Worked with software engineers and artists to achieve performance targets
- Fixed bugs related to levels and level systems

Junior Game Designer
Truly Social Games • Archer: DANGER PHONE • Unity (Mobile)
Vancouver, BC, Canada • Permanent, Remote • **October 2021 - November 2022**
- Limited-time event data implementation and weekly set-up
- Maintained the gameplay balance in the main game
- Maintained and iterated on gameplay balance for timed events
- Wrote and maintained documentation on a variety of the game's systems
- Created mock-ups and flowcharts that conveyed the design team's ideas
- Created and maintained monetized offers through AB Testing and data analysis
- Streamlined the process of setting up weekly events through automation

Workshop Instructor
Vancouver Film School • Game Design • Unreal Engine 4
Vancouver, BC, Canada • On-Call, On-site • **September 2021 - January 2022**
- Taught VFS' "Intro To Unreal" Workshop, covering:
    - Engine navigation
    - Basic blueprint scripting
    - Basic game design
    - Level design and art implementation

Teaching Assistant
Vancouver Film School • Level Design • Unreal Engine 4
Vancouver, BC, Canada • Contract, Hybrid • **March 2021 - July 2021**
- Helped students learn and identify key factors to good level design
- Assisted students with ideation, prototyping, reiteration, and testing
- Aided students with visual scripting and problem-solving in their projects
- Ran weekly labs to assist students with course material
- Graded student assignments and provide feedback
- Maintained the courses' content alongside instructors

- SKILLS & SOFTWARE -

Unreal Engine 5 & 4
Unity
Git / Github
Perforce
Plastic SCM
Jira
Jenkins
Visual Scripting
C#
Encounter Design
Mission Design
Documentation
Prototyping
Google Suite
Microsoft Suite
Adobe Suite

- EDUCATION -

British Columbia Institute of Technology
Aug 2020 - Aug 2021
Business Administration Diploma

Vancouver Film School
Oct 2020 - Oct 2021
Game Design Diploma (with Honours)

Pontifícia Universidade Católica do Rio de Janeiro
Mar 2011 - Dec 2016
Digital Media Design Bachelor's

- PASSIONS -

- Family & Friends
- Photography
- Psychology
- Learning & Teaching
- Custom Arcade Controllers
- Final Fantasy XIV
- Feijoada

- LANGUAGES -

- English (bilingual)
- Portuguese (native)
- Spanish (elementary)

References Available Upon Request