

# Rodrigo Mascarenhas Costa

Senior Game Designer

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## HEADLINE

Senior Game Designer | 6+ Years Experience | System Design, Level Design, Game Writing | Unity, Unreal/UEFN | PC, Mobile

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## PROFILE

**Senior Game Designer** with **6+ years** turning concepts into engaging play on mobile, PC, and web. Bridges art, code, and production to ship clear, balanced systems and smooth moment-to-moment flow. **Experience** in the full pipeline, specs, prototypes, UX flows, narrative beats, spreadsheets, and more, while aligning stakeholders and unblocking teams. Combines coding and art skills to build rapid prototypes and implement levels in-engine; leverages a film background for story arcs, dialogue, and storyboards. **Delivers** concise docs, data-driven balance, and visual aids that keep goals, rules, and edge cases obvious. **Tracks risk** from definition through release so teams stay focused and surprises stay rare.

**Proficient in** Unity (C#), Unreal/UEFN, Fork (Git), Web (CSS/PHP/SQL), ProBuilder, Tiled/Tilemap, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere, Spine, Blender, Google Docs, Google Sheets, Confluence, Figma, Miro, Airtable.

**Fluent in** Portuguese and English.

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## EXPERIENCE

**ARVORE** | 2025 - 2026 | Remote

I worked in general gameplay definitions for a new game in development, and designed and implemented levels inside Unreal Engine using blueprints.

- Built core game loops, mechanics and systems;
- Designed and balance game rewards and economy;
- Designed and built levels for the game;
- Organized the game's database;
- And more...

## **Main Leaf** | 2020 - 2025 | Remote

I worked building games with game design, ux/ui design, and occasionally animation, across multiple projects, including [UniqKiller](#), [Deepest Trench](#), and [Pet Shop Fever](#);

- Built core game loops, mechanics and systems;
- Designed and balance stats, items, power ups;
- Worked with currencies, pricing, and monetization;
- Created story arc, design characters, and write dialogues;
- Designed quests and rewards;
- Designed levels environments;
- And more...

## **IFSul** | 2012 - 2023

I worked at the Federal Institute of Southern Rio Grande do Sul (IFSul) first as an Instructional Designer creating video lessons, then as head of the Hypermedia team in the Educational Technology Production Center (CPTE/IFSul);

- Worked on more than 20 FIC courses;
- Helped develop [Mundi](#) platform;
- Designed production pipelines;
- Wrote scripts and created storyboards for video classes;
- Worked with transmedia and hypermedia content;
- Created illustrations, animations, video classes and learning objects;
- Worked supporting with teachers and students;
- And more...

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## EDUCATION

### **Game Design** | Postgraduate Specialization | Unyleya, 2022

Focus on digital games and gamification: narratives, characters, gameplay foundations, interactive storytelling, interfaces, digital art, Unreal Engine, and market practices. Supports system/loop design, fast prototyping, event/retention planning, and metric-aligned delivery.

### **Animated Film** | Bachelor's Degree | UFPel, 2014

Four-year program covering the full animation pipeline for film/TV/ streaming, with exposure to games. Emphasizes visual storytelling, camera, timing, and storyboards, skills directly applied to cutscenes, onboarding clarity, UI motion, and cinematic gameplay feedback.

### **Visual Communication** | Technical Diploma | IFSul, 2012

Training in typography, layout, identity, illustration, and signage for print and digital, which provides a solid ground to provide meaning and expression for the game development. It's highlighted when building a level or UI design, with visual hierarchy, composition, and iconography.