

Andre Nunn Bastos Gottgtroy

Game Designer

Address Auckland 0932

Phone 021-1489525

E-mail andregot@gmail.com

LinkedIn [www.linkedin.com/in/andre-gottgtroy-](http://www.linkedin.com/in/andre-gottgtroy-b56616172)

b56616172

I am a detail-oriented and self-driven game designer with experience in game development across various platforms and engines. My skills include creative thinking, organization, a focus on customer experience, critical thinking, and strong analytical abilities. I am passionate about continuous improvement and learning. Additionally, I have experience in digital design, prototyping, and software engineering. I am proficient in Unreal Engine and Unity. I have also led game design teams, where I mentored and hired junior team members and interns.



Skills

Game Design Documentation

Game Design Principles

Designing Game Systems

Programming and Scripting (C, C++, C#, Python, JavaScript, Lua, Unreal blueprints)

UI/UX Design

Game Balancing

Competitor Analysis

Testing and maintenance

Software Documentation

Creative and Analytical Thinking

Game and Feature Pitching

Agile Methodologies and Tools



Development Tools

Unreal Engine

Unreal Engine Blueprints

Unity Engine

Prototyping/UX Tools (Figma, Miro)

Documenting tools (Coda, Windows Suite/Google Suite)

C, C++, C#, Python, JavaScript, Lua

GLSL, Unity Shader Language

SE Tools (Wrike, Jira, Trello, HacknPlan, Slack, GitHub, BitBucket)

Adobe suite (Photoshop, InDesign etc)



Work History

2021-11 -
Current

Intermediate Game Designer

Mytona, Auckland, New Zealand

Worked on two projects and various teams, in the roles of creative producer and game designer, and in various game design disciplines.

My game design experience areas:

- Game Design experience in various areas including quests/tasks, R&D, prototyping, gameplay, UI/UX, content, monetization, meta, systems/technical, social, game modes, events.

My key responsibilities include:

- Develop systems to maximize player engagement and retention.
- Work with the development and QA team to play test and iterate upon design systems, and ensure final quality.
- Pitch game systems and features to producers and CEOs.
- Design, implement and approve features and game systems, including tasks and challenges, to bring the vision of the producers and CEOs into a marketable quality product.
- Collaborate with the analytics team to gather data for game balancing and analytics.
- Collaborate with the machine learning team to develop systems for maintaining player engagement and retention.
- Liaise with the development team, including game designers, programmers, artists, sound designers and UI/UX designers.
- Participate in prioritizing the development of features with project managers, producers and CEOs.
- Prioritize development backlog and participate in sprint meetings with project managers and programmers.
- Participate in project vision meetings and present the project vision to the company-wide development team.
- Participate and present in company-wide game design team monthly meetings.
- Work in collaboration with team members to create, maintain and review game design documents, design specifications, templates, UI/UX and prototypes.

- Participate with HR in the recruitment of new game design team members.
- Mentor game designers to create quality documentation understood by the development team.
- Research and design game systems, and features for the project's target audience.

Major Achievements:

- Designed a feature (Cooking Diary - Social hangout areas) nominated as a finalist for **Game Refinery - Mobile Gamedev Awards - Best feature innovation 2022.**
<https://www.gamerefinery.com/mobile-gamedev-awards-2022/>
- Appointed as deputy lead game designer and as the New Zealand team lead, responsible for two other game designers.
- Led the creation of New Zealand office internship scheme, and responsible for multiple interns.
- Successfully pitching game vision and features to CEOs.
- Contributed to the growth of the team by successfully translating the project vision into a quality and feasible design, hiring and mentoring good calibre game designers.
- Accelerated promotions into higher game designer levels.
- Presented a talk in the New Zealand Game Developers Conference.
- Selected as a judge for the Pavs awards (New Zealand games awards) -
<https://nzgamesfest.com/the-pavs/>
- Represented the company in various games conventions, such as Spark Game Arena -
[https://www.spark.co.nz/online/benefits/gaming?](https://www.spark.co.nz/online/benefits/gaming?srsltid=AfmBOooy3xQY53DY8IPOzCPUDZ-WmCZLVDgWDFcGmW0DHkLY3xbY5acU)
[srsltid=AfmBOooy3xQY53DY8IPOzCPUDZ-WmCZLVDgWDFcGmW0DHkLY3xbY5acU](https://www.spark.co.nz/online/benefits/gaming?srsltid=AfmBOooy3xQY53DY8IPOzCPUDZ-WmCZLVDgWDFcGmW0DHkLY3xbY5acU)
- Researched, ideated and pitched new game ideas, on request by CEOs.

2020-09 -
2021-11

Junior Game Designer

Mytona, Auckland, New Zealand

As a junior, I was the sole game designer for a new game project, interacting with a team distributed across several company branches across the globe; I was tasked with the leadership, mentoring and hiring of new team members. The project was successfully released under early access as Hublix.

My key responsibilities included:

- Design and implement features and game systems to bring the vision of the producers and CEOs into a marketable quality product.
- Liaise with the development team, including game designers, programmers, artists, sound designers and UI/UX designers.
- Participate in prioritising the development of features with project managers, producers and CEOs.
- Pitch game systems and features to producers and CEOs.
- Work in collaboration with team members to create, maintain and review game design documents, design specifications, templates, UI/UX and prototypes.
- Develop systems to maximise player engagement, monetisation and retention.
- Work with the development team to playtest and iterate upon design systems.
- Participate with HR in the recruitment of new game design team members.
- Mentor junior game designers to create quality documentation understood by the development team.

2020-02 -
2020-06

Contract: Graduate Software Engineer (C#/ .Net)

Vistic Ltd, New Plymouth, NZ, Currently working in short-term contracts

- Perform testing on software to uncover bugs and troubleshoot issues before application launches, and documented resolutions for inclusion in knowledge base for support team use
- Collaborate with cross-functional development team members to analyze potential system solutions based on evolving client requirements

2019-05 -
2020-02

Graduate Developer (C#/.NET)

Vistic Ltd, New Plymouth, NZ, TKI

- API development of the Conduit product
- Adjusted software parameters to boost performance and incorporate new features
- Performed testing on software to uncover bugs and troubleshoot issues before application launches, and documented resolutions for inclusion in knowledge base for support team use
- Collaborated with cross-functional development team members to analyze potential system solutions based on evolving client requirements
- Contributed to daily scrum meetings with team updates



Projects

- **Outfire, Free to play, Mobile.** Top down shooter with MOBA elements with various game modes including Battle Royal and team based modes, currently on App store and Google play.
- **Hublix (formally Mytonaverse, Game Design), Free to play, currently Mobile.** Early Access Release. Published and developed by Mytona, on App store and Google Play. <https://hublix.com/>.
- **District Underground (Unity game engine, AI, Game Design, Game Play and Shader Programming - C#) PC.** Final year university project. <https://kronter.itch.io/district-underground>
- **On The Beak - KiwiJam2020 (1st tied overall) (Unity game engine, Game Design, Game Play and Shader Programming- C#) PC.** <https://kronter.itch.io/on-the-beak>
- **Helping Hands - Global Game Jam (Unity game engine, Game Design, Game Play and Shader Programming- C#) PC.** <https://globalgamejam.org/2020/games/helping-hands-9>
- **Lava Plaza (Unity game engine, Game Design, Mobile Game Development - C#) Free to play, Mobile.** Final year university project using the Unity game engine. Lava Plaza is a small mobile game for android that was released in the Play Store. Unfortunately, this game has since been removed from the Play Store as we were required to upload it using the University's account.
- **Environment query system tool (Unity game engine, AI, tool programming - C# under progress).** https://drive.google.com/open?id=11OkiaFirL_Swl0vuDjC4K5e6Vs_6-42
- **Neural Network dyslexic helper (Unity game engine, AI - C# under progress).** My final goal for this project was to create an app that could change the background

colours/shades of texts that the user is reading to better suit dyslexics.



Education

2016-02 -
2018-11

Bachelor of Software Engineering

Media Design School - Auckland, New Zealand

Awarded A- Grade

2015-02 -
2015-11

Diploma in Digital Creativity

Media Design School - Auckland, New Zealand

Awarded Merit

2020-06 -
2022-09

Data Science

IBM Data Science Professional Certificate - Coursera



Personal Accomplishments

- **Outward Bounds 21 Days Classic Course** - 2015 Outward Bounds, Anakiwa, New Zealand
- **Duke of Edinburgh's Award - Bronze** - 2007 Awarded to participants that have completed the Duke of Edinburgh's Bronze Award requirements: The participant must work on each section (volunteering, skills, physical, expedition) for 3-6 months



Interests

Table Top RPGS and Wargames

Board Games

Classical History

Myths/Legends/Folklore

Design (Digital, Game, Graphic)

Cooking

Travel

Sports (Represented Auckland region for inline hockey, played at top level in Auckland for football, rugby and basketball)



References

Available on Request