

Mateo Nakamura

Japan | Male | 25

Work Highlights:

- Freelance Game Designer (2 years): Conceptualized, developed, and tested indie games. Collaborated with artists and programmers, managed deadlines, playtesting sessions, user feedback integration.
- Marketing Intern at Gaming Startup (6 months): Campaign planning, social media content, engagement tracking, analytics reporting.

Learning &

EDUCATION

- Bachelor in Digital Arts & Game Design, University of Tokyo, 2022: Game mechanics, project management, marketing strategy. Capstone: Mobile game launch strategy.

Side

SKILLS

Game Design, Project Management, Social Media, Communication, Analytics

PROJECTS

- Indie Game Release: Complete project management, from concept to launch, marketing included.

LANGUAGES

Japanese (native), English (fluent)

HOBBIES

Gaming, coding, anime, travel

REFERENCES

Kenji Tanaka (Startup Mentor), Akiko Sato (Professor)

ACHIEVEMENTS

Indie game featured on local media, Successful game launch