

# Mateo Nakamura

Japan | Male | 28

## 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