

# Pedro Luiz Bortot Monteiro do Rosário

As a Game Developer with a passion for creating immersive digital worlds, I bring a unique blend of technical expertise and creative vision to every project. My experience spans roles in game design, narrative development, and educational game creation, where I have honed my skills in game mechanics, 3D modeling, and programming. At the Secretaria Municipal de Ciência, Tecnologia e Inovação de Pato Branco, I contributed to the local innovation ecosystem, overseeing infrastructure projects and guiding cross-functional teams in developing engaging educational games.

I hold a Bachelor's degree in Game Design and Digital Entertainment from Universidade do Vale do Itajaí (Univali), where I gained a strong foundation in game design principles and production techniques. My proficiency with tools like Blender and experience in programming languages such as C++ and C# have enabled me to develop visually stunning and technically sound game content.

## EXPERIENCE

### Tentáculo, Balneário Camboriú — *Trainee UI UX*

FEBRUARY 2020 - APRIL 2020

### HUNER, Pato Branco — *Diagrammer*

MAY 2020 - DECEMBER 2020

### Secretaria de Educação, Pato Branco — *Ch.Seção Cenários Adereços SME*

APRIL 2021 - JULY 2022

### Secretaria de Ciência, Tecnologia e Inovação Pato Branco — *Chefe Seção de Projetos*

JULY 2022 - JULY 2023

### Secretaria de Ciência, Tecnologia e Inovação Pato Branco — *Chefe Setor de Infraestrutura*

JULY 2023 - Today

Experiences with internships within the college with the management of small teams and development of some games for the college.

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## LANGUAGES

English: Fluent in both written and spoken forms. Proficient in North American English, enabling effective communication in professional and technical environments.

Portuguese: Native proficiency in Brazilian Portuguese, with fluency in both writing and speaking.

## **Tentáculo, Balneário Camboriú — Trainee UI UX Designer**

February 2020 - April 2020

Engaged in the design and development of user interfaces and user experiences, focusing on optimizing interaction and visual appeal for gaming applications.

## **HUNER, Pato Branco — Diagrammer**

May 2020 - December 2020

Responsible for layout and visual aspects of digital content, applying principles of design to ensure readability and user engagement.

Utilized various software tools to create aesthetically pleasing and functional designs, which improved content delivery and user satisfaction.

## **Secretaria de Educação, Pato Branco — Chief of Section, Scenarios and Props**

April 2021 - July 2022

Developed and implemented a series of educational videos featuring custom-designed mascots to communicate important dates and events to children, enhancing educational outreach and engagement.

Utilized 3D printing technology to create tangible educational props and tools for school environments, fostering interactive learning experiences.

Designed and developed a game for tablets targeted at improving educational outcomes, which was integrated into classroom activities to aid learning through gamification.

Managed the entire project lifecycle, from initial concept design through to execution, ensuring projects aligned with educational objectives and achieved significant impact among students.

## **Secretaria de Ciência, Tecnologia e Inovação, Pato Branco— Chief of Project Section**

July 2022 - July 2023

Oversaw the development and implementation of innovative projects, including virtual reality applications, to enhance public interaction with technology and improve service delivery.

Managed the 3D Lab, utilizing additive manufacturing technologies to produce cost-effective solutions for various municipal departments, significantly reducing operational expenses.

Directed cross-functional teams, ensuring projects were delivered on time, within budget, and maintained high standards of quality and efficiency.

## **Secretaria de Ciência, Tecnologia e Inovação, Pato Branco— Chief of Infrastructure Sector**

July 2023 - Present

Lead and manage key projects related to the technological infrastructure of the city, ensuring the effective implementation and maintenance of critical systems.

Oversee contracts associated with technology projects, ensuring they meet all legal standards and operational requirements.

Collaborate with technical teams to ensure the infrastructure supports the ongoing needs of the city, focusing on system functionality and efficiency.

Direct the management of the building's technological infrastructure, maintaining high standards of operational excellence to support various municipal activities

## **College Internship Experiences**

Led and managed small teams in the development of game projects for academic purposes, demonstrating leadership and project coordination skills.

Collaborated with industry partners on pre-beta game testing,

ensuring game functionalities were optimized and met project specifications.

Engaged in hands-on game design and development, applying creative and technical skills to produce interactive gaming experiences that adhered to both academic and industry standards.

Played a key role in bridging academic projects with real-world applications, enhancing team productivity and project relevance through practical industry feedback.

## **SCHOOLING**

### **Universidade do Vale do Itajaí, Balneário Camboriú**

Bachelor of Game Design

2016 - 2020

Specialized in the principles and techniques of game design, learning to create immersive and engaging digital games.

Completed rigorous coursework in interactive storytelling, user experience, computer graphics, and software development tailored for gaming.

Led the development of the capstone project "Where Dragons Dwell VR," showcasing the ability to apply theoretical knowledge in practical, real-world game development scenarios.

## **PROJECTS**

### **Faces de Charlie**

Capstone Project, Universidade do Vale do Itajaí, 2019

Developed "Faces de Charlie," an interactive narrative game exploring the dual lives of an elderly protagonist in a retirement home.

Utilized Unity for gameplay mechanics and storytelling, with Maya and 3DS Max for modeling, and Photoshop for textures. Managed all project phases, focusing on emotional storytelling and minimalist, low-poly graphics to emphasize thematic contrasts.

### **Where Dragons Dwell VR**

University Project, Universidade do Vale do Itajaí, 2017

Designed and developed a virtual reality game, published on the Google Play Store, showcasing immersive VR environment creation.

Employed Unity for interactive gameplay and environment design, demonstrating skills in VR development and digital distribution.

## **Animations for the Department of Education**

Freelance Designer, Secretaria de Educação, Pato Branco

Created animations featuring department mascots for educational purposes, using Adobe After Effects and Blender.

Collaborated with educational professionals to ensure content accuracy and appeal, enhancing educational campaigns and learning materials.

## **Virtualization of the Technological Park**

Project Leader, Secretaria de Ciência, Tecnologia e Inovação, Pato Branco

Led the development of a VR experience for the Technological Park, enabling virtual tours accessible via the SMCTI website. Coordinated with technical teams to ensure high-quality VR content and seamless user experience, promoting technological innovation and community engagement.

## **Design Emotional in Games: An Analysis of What Remains of Edith Finch**

Research Paper, UNIVALI, 2019

Co-authored a paper analyzing emotional design in "What Remains of Edith Finch," applying theories of flow and emotional impact in games.

Explored player engagement strategies and narrative depth in games, contributing to academic discourse on game design and player psychology.

## **KNOWLEDGE**

### **Game Development Platforms:**

Unity & Unreal Engine: Advanced skills in major game development platforms, with a strong focus on creating immersive MMORPG environments, character design, and interactive gameplay elements. Proficient in using Unity for UI design, animations, and scenario construction, and Unreal for its powerful level design and lighting capabilities.

### **3D Modeling and Animation:**

Blender & Maya: Proficient in high and low-poly modeling, with a special emphasis on creating photorealistic scenes and characters suitable for high-fantasy game settings.  
3ds Max: Basic skills in 3D modeling, capable of crafting detailed game assets.

### **Graphic Design and Texturing:**

Photoshop & Illustrator: Intermediate skills in creating concept art, game textures, and marketing materials that enhance the visual appeal of game interfaces.  
Substance Painter: Skilled in texturing and material creation, emphasizing the realistic rendering of surfaces

and character features.

### **Programming and Scripting:**

C# in Unity: Foundational programming skills in C#, with experience integrating gameplay mechanics and user interactions within Unity.

### **Additional Technical Proficiency:**

3D Printers: Knowledgeable in the operation and maintenance of 3D printers, enabling the rapid prototyping of game assets and hardware models.

Adobe Flash: Basic knowledge in creating 2D animations, adding dynamic elements to game stories and interfaces.

### **Professional Portfolio:**

ArtStation: [www.artstation.com/pedrobm](http://www.artstation.com/pedrobm) - Explore my digital portfolio featuring a range of projects in game design, 3D modeling, and animation.

### **Professional Networking:**

LinkedIn: [www.linkedin.com/in/pedroluizbmr](http://www.linkedin.com/in/pedroluizbmr) - Connect with me on LinkedIn to view my professional background, endorsements, and network within the industry.