

Thales Rebelo

Game Designer

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Portfolio: thalesrebelo.com

- EXPERIENCE -

Gixer Entertainment – Game Designer

Changer Seven — Unreal Engine 5 | PC & Consoles

Remote (São Paulo, Brazil) | Nov 2023 – Oct 2025

- Designed and balanced player abilities and enemy AI for a Brazilian-developed hack-and-slash.
- Implemented and iterated on multiple playable levels, ensuring challenge pacing and readability standards used in international productions.
- Built the backbone and early iterations of the game's UI, defining flow and usability foundations for future development.
- Authored core combat and progression system docs, improving clarity between Brazilian and international collaborators.
- Coordinated internal and community playtests, adjusting and reiterating difficulty spikes across encounters.
- Worked with engineers to fix ability bugs, improving responsiveness and stability in builds delivered to global testers.

PopReach Corporation – Level Designer

PAYDAY: Crime War — Unity | Mobile

Hybrid (Vancouver, Canada) | Dec 2022 – Aug 2023

- Designed stealth- and FPS-oriented missions for a globally recognized franchise.
- Produced Level Design Documents (LDDs) and gathered references for development resources.
- Implemented and tested new levels while iterating based on team feedback.
- Balanced pacing, challenge, and replayability across multiple mission types.
- Worked with engineers and artists to maintain performance and visual quality.
- Incorporated player and QA feedback into final mission polish passes.

Truly Social Games – Junior Game Designer

Archer: DANGER PHONE — Unity | Mobile

Remote (Vancouver, Canada) | Oct 2021 – Nov 2022

- Supported live-ops design for weekly and limited-time events.
- Led a revenue-growth plan that surpassed a US \$ 50 K goal, coordinating event cadence and offer structure.
- Balanced gameplay systems and event content to maintain engagement.
- Created and maintained system documentation, mockups, and flowcharts.
- Improved live-ops efficiency by automating the weekly event setup process.
- Collaborated with data and design teams to ensure coherent feature delivery.

Vancouver Film School – Instructor & Teaching Assistant

Game Design & Level Design • Unreal Engine 4/5

On-site / Hybrid (Vancouver, Canada) | 2021 – 2022

- Taught the "Intro to Unreal" workshop, covering engine navigation, blueprint scripting, and basic design.
- Assisted instructors in Level Design and Game Design courses.
- Helped students with ideation, prototyping, iteration, and playtesting of their projects.
- Supported troubleshooting and visual scripting within Unreal.
- Maintained and updated course materials and documentation.
- Graded assignments and provided feedback to improve design quality.
- Facilitated weekly lab sessions to reinforce classroom content.
- Encouraged good production habits, collaboration, and documentation among students.

- SKILLS -

Game Design

- Encounter & Level Design
- Game Systems
- Balancing
- Prototyping
- Documentation

Technical

- Unreal Engine 4 & 5
- Unity (C#)
- Version Control (Git, Perforce)
- Visual Scripting
- Jira

Software

- Adobe Creative Suite
- Google Workspace
- Miro / Figma

- EDUCATION -

BCIT

Aug 2020 - Aug 2021

Business Administration Diploma

Vancouver Film School

Oct 2020 - Oct 2021

Game Design Diploma (with Honours)

PUC-Rio

Mar 2011 - Dec 2016

Bachelor's in Digital Media Design

- LANGUAGES -

- English (bilingual)
- Portuguese (native)
- Japanese (basic)

- PASSIONS -

- Family & Friends
- Learning & Mentoring
- World-building & Modding
- Games & Arcade Controllers
- Feijoadá (yes, the dish!)

References Available Upon Request