

ELIZANDRO COSTA

Junior Game Designer

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SUMMARY

Passionate and creative game designer with a focus on system design and creating gaming experiences that bring people together. I am looking for an opportunity to apply my knowledge, collaborate with talented teams, and grow professionally in the video game industry. I have a strong interest in various genres and platforms, from PC and consoles to mobile, and I also devote my free time to creating board games.

PROFESSIONAL EXPERIENCE

Game Design Intern - Redcatpig | Portugal (Remote)

MAR 2025 - JUL 2025

Project: (Unannounced)

Supporting the senior design team in the development of a new project.

I participate in brainstorming sessions, help with documentation of mechanics, and test new features.

Junior Game Designer - Too Dark Studios | BRAZIL (Remote)

SEP 2024 - JAN 2025

Project: ONIKURA (PC)

I collaborated on the design of Onikura, helping to create the hero and balance the creatures in the game.

I assisted in the creation of the game pitch and contributed with research and documentation of ideas.

PERSONAL PROJECTS

Dice Drinking: I developed a dice game to play with friends, inspired by the mechanics of the famous board game Yantz.

Game Jams: I participated in game jams (e.g., NoneJam, NextIndie Jam), developing rapid prototypes in small teams and focusing on system and level design.

SKILLS

Design: System Design, Level Design, Rapid Prototyping, Documentation (GDDs), Game Balancing, Narrative.

Software: Unity (Intermediate), Unreal Engine (Basic), Figma, ClickUp, Trello, Jira.

Languages: Fluent in Portuguese, English B2.

EDUCATION

Video Game Design Course

Tokyo, Lisbon, Portugal | SEP 2021 - JUN 2023

Final Project: I developed a functional prototype in Unity for a Space Shooter game, responsible for the Game Design Document (GDD), mechanics balancing, and level design.