Vinicius Passos

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Summary

Creative Game Designer and Unity Developer with over 2 years of experience shipping commercial titles, including *Dream QuiZzz* and *Mysterious Restaurant*. Proficient in full-cycle game development, from prototyping and level design to C# programming and UI/UX implementation. Proven track record in Agile environments, combining technical expertise with project leadership to deliver engaging player experiences and achieve retention targets.

Experience

Ocarina Studios — Canada (Remote)

Game Designer Jr. & Game Developer Jr. — *May 2023 – April 2025*

- Shipped two mobile titles, *Dream QuiZzz* and *Mysterious Restaurant*, overseeing the project lifecycle from concept to market release.
- Engineered robust gameplay systems and intuitive UI/UX interfaces using Unity and C#, incorporating 2D assets for a fluid experience.
- Authored and maintained comprehensive Game Design Documents (GDDs), creating detailed specifications for mechanics, characters, and level progression.
- Led an 8-member cross-functional team as Junior Producer using Agile Scrum methodologies, ensuring high-quality delivery and milestone completion.
- Orchestrated playtesting sessions and analyzed user feedback to iterate on mechanics, directly improving player engagement metrics.
- Optimized gameplay loops based on data analysis, achieving a 40% Day-1 Retention rate for *Mysterious Restaurant* in the Philippines market.
- Spearheaded the pitch and development strategy that secured acceptance into the Google Indie Games Accelerator Program for *Dream QuiZzz*.

Skills

- **Technical:** Unity (2D & 3D), C# Programming, Gameplay Scripting, AI, Version Control (Git).
- **Design:** Game Design, Level Design, UX Design, Rapid Prototyping (Figma), Artistic & Creative Direction.
- **Professional:** Agile/Scrum Methodologies, Project Management, Team Leadership.
- **Languages:** Portuguese (Native), English (Fluent).

Education

Centro Universitário Internacional - UNINTER

MBA in Game Design (In Progress) — *2026*

- Focus on strategic management, project leadership, innovation, and emerging technologies (VR/AR, AI).

Postgraduate Degree in Neuroscience and Physics of Consciousness (In Progress) — *2026*

- Study of cognitive processes, decision-making, and emotion to enhance interactive experiences.

FAM Centro Universitário

Degree in Digital Games — *2023*

- Developed *Memories of a Scattered Mind*, a psychological horror game utilizing narrative design to promote PTSD awareness; executed full-cycle design and C# programming in Unity.

Certifications

Google Indie Games Accelerator Program (Google, 2024) ● **Advanced Product Management** (Cole Mercer, 2024) ● **Unity Zero to Pro** (EBAC, 2023) ● **Game Development in Unity** (Gabriel Barbosa, 2022) ● **Character Design for Games** (Alura, 2022)