

Guy Lima, Jr. / guy@guylima.com / Seattle, WA USA

Lead game designer for the award-winning *Continuity* and *Continuity 2*. Designer for *Microsoft OneNote*.

Work

Independent Designer and Developer / 2016-Present

- Designing and developing a mobile game using C# and Unity
- Iteratively developing game via playtesting prototypes to refine controls and game systems

Interaction Designer / Microsoft OneNote / 2012–2015

- Created features by defining user stories, drawing wireframes, developing prototypes, and writing specs
- Conducted interviews to understand user needs and usability studies to validate proposed solutions
- Lead design of a new lists experience for OneNote for iPhone and handwriting in OneNote for iPad

Game Designer, Developer, and Co-owner / Ragtime Games / 2009–2011

- Served as lead gameplay designer, lead level designer, programmer, and occasional 2D artist
- Created *Continuity*, which earned Best Student Game at the 2010 Independent Games Festival and the Gameplay Innovation Award at Indiecade 2010, and *Continuity 2: The Continuation* for iOS
- Conducted playtests to evaluate level designs, mechanics, controls, and difficulty progression
- Analyzed telemetry to identify player drop-off and designed new levels to increase player engagement

School

Master's Degree in Interaction Design / 2008–2011

Chalmers University of Technology / Gothenburg, Sweden

Bachelor's Degree in Computer Science / 2004–2008

Oakland University / Rochester, MI USA

Skills

Programming Languages

C#, Objective-C, Actionscript 3.0

Tools

Unity, Photoshop, Illustrator, Excel, XCode, Visual Studio, Git

Links

Continuity

continuitygame.com/playcontinuity

Continuity 2: The Continuation

continuitygame.com

Portfolio

guylimajr.myportfolio.com