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

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

Work

Independent Designer and Developer / 2016-Present

- Iteratively developing a mobile game via playtesting prototypes to refine game systems and controls

UX Designer / Microsoft OneNote / 2012–2015

- Created features by defining user stories, drawing wireframes, developing prototypes, and writing specs
- Designed a handwriting experience for students based on goals formed from class observations. The design is now used throughout Microsoft Office apps on iOS and Windows 10.
- Designed a new lists experience for OneNote for iPhone based on interviews with people about their list habits

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 average session by over 20%

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, Sketch, Excel, XCode, Visual Studio, Git

Links

Portfolio	guylima.com
Continuity	continuitygame.com/playcontinuity
Continuity 2: The Continuation	continuitygame.com