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SOFT SKILLS

- Communication
- Creativity
- Adaptability
- Organization
- Leadership
- Proactivity
- Problem-solving
- Flexibility

TOOLS

- Workflows (Monday, Trello)
- Shotgrid
- MS Excel
- Photoshop
- Miro

LANGUAGES

- Portuguese (native)
- English (advanced)
- Spanish (basic)

INTERESTS



BIANCA MOREIRA MONTESANO

GAME DESIGNER AND PRODUCER

Versatile game producer and game designer, former Architect and Urbanist and Art enthusiast. Experienced in leading cross-functional teams, optimizing game production pipelines and designing engaging player experiences.

Passionate about crafting innovative gaming experiences and working with people in creative environments.

EXPERIENCE

WILDLIFE STUDIOS

Game Designer Sept. 24 - Current

Designing and balancing game mechanics and levels, calibrating player progression to create immersive player experiences.

Product Manager Fev.24 - Sept.24

Associate Product Manager for Midas Merge, accountable for in-game live events. Designing and refining features, analyzing game data and working closely to art, data, PX and development teams.

Production Coordinator Apr.22 - Fev.24

Coordinating creative teams (artists, developers) to ensure project execution and efficiency. Resolving bottlenecks, aligning initiatives, and analyzing key performance indicators.

ROOM INTERACTIVE SYSTEMS

Product Manager Aug. 20 - Mar. 22

Responsible for product management and team coordination, using gamification and high quality CGI on a serious game for medicine purposes

EDUCATION

BACHELOR'S DEGREE IN
ARCHITECTURE AND URBANISM
UNIVERSIDADE CRUZEIRO DO SUL
2013-2017

