

An online, more detailed version of this resume can be found [here](#).

Igor Oliveira Hatakeyama

Game Designer & Game Developer

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Portfolio: <https://igorhatakeyama.com/>

OBJECTIVE

To secure a career that blends design, technology and creativity to bring happiness, entertainment, and fulfillment to people around the world

RELEVANT SKILLS

I am very resourceful when working on a team, being well versed in different areas of game development, having great work ethics and being a people person.

- **Game & Level Design:** I always design my personal projects with fun in mind, and I follow design philosophies such as Will Wright's - where elements are interacted with in a fun, almost toy-like way. I also tend to steer towards modular and procedural design. As a level designer, I strive to make possibility spaces that have integrity, utility and beauty.
- **Unity and C# programming:** While not a senior-level programmer, I know enough to be able to make my own small games and prototypes. My knowledge spans from making game systems and mechanics, to tool scripting and procedural generation.
- **3D and 2D art:** Even though I'm more of a Game Designer, I have always enjoyed making art for my personal projects. I do some intermediate level illustrations and I am very well versed with the 3D workflow, from modeling and UV mapping to texturing, rigging and animating.
- **Audiovisual Editing:** I am well versed with Adobe Audition and Adobe Premiere.
- **Other:** Experience using other project management and version control tools, such as Unity collab, Github desktop, Trello, Hack'n Plan and Jira.

PUBLICATIONS AND FEATURES

- IGN Feature ["Brazilian devs recreate 'impossible' Battletoads level"](#) (Brazilian portuguese only)
- Academic Study: [The application of Ergonomics and Game Design for safer one-handed smartphone gaming](#)
- Featured blogs [Studying Game Design in Brazil](#) and [The Kindergarten of Game Design](#)

WORK EXPERIENCE

Game Design Consultant

Jam3, Toronto, Canada

October, 2020

I worked briefly as a Game Design consultant for one of Jam3's projects.

Level Designer

Shaftesbury, Toronto, Canada

January, 2020 - September, 2020

Helped build and whitebox the levels in the game WREST, a VR horror game available on Steam. Provided support in other areas of the process, such as 3D modeling, tool scripting and coding the final boss battle.

- [WREST on Steam](#)

Peer Tutor

Centennial College, Toronto, Canada

February, 2019 - January, 2020

Helped students who were struggling with game development related subjects on one-on-one sessions

Cook - Kitchen Lead

Bluestone Lane, Toronto, Canada

April/2019 – January/2020

After working as a cook for a few months, I was promoted to a lead, and other than running the line, I defined kitchen standards, kept inventory, placed orders with suppliers and led a team of kitchen staff.

Quality Control Tester

Hive Digital Media, São Paulo, Brazil

February/2016 – April/2016

Performed tests on apps and websites made by the company, looking for bugs, glitches and usability problems.

Quality Assurance Intern

Hive Digital Media, São Paulo, Brazil

January/2014 – September/2014

Worked along a multidisciplinary team of developers to discover and report bugs and usability problems within the games made by the company. Two of these projects are listed below.

- [Intel's Game Hero](#)
- [ESPN Rally dos Sertões](#) (Brazilian Portuguese Only)

Design Intern

Pés Sem Dor, São Paulo, Brazil

July/2012 – December/2012

Designed digital marketing-related material to promote the company's many products

Quality Assurance Tester

Glu Mobile, São Paulo, Brazil

October/2011 – December/2011

Worked along with other testing professionals and developers to discover and report bugs and usability problems. Below are some of the games I helped test while working there.

- [Blood and Glory](#)
- [Contract Killer](#)
- [Infected](#)

EDUCATION

Centennial College, Ontario, Canada

September, 2018 - January, 2021

Advanced Game Development Diploma

(3 years)

Anhembi Morumbi University, São Paulo, Brazil

January, 2011 - December, 2014

Bachelor of Game Design

(4 years)

School of Art, Game and Animation, São Paulo, Brazil

January, 2008 - December, 2009

Associate of Game Development

(2 years)