

# IGOR OLIVEIRA HATAKEYAMA

Toronto, Ontario

Game Designer & Game Developer

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<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

- Been in different game development environments, helped ship games from concept to goldmaster stages, as a QA, as a designer and as a developer.
- 10 years of experience using Unity and its many systems
- Good experience with C#, enough to implement and prototype features and ideas independently, and to create unity tools to make development easier.
- Familiarity with version control tools such as github desktop or tortoise SVN
- Artistic skills in both 2D and 3D software, from the adobe suite to blender, maya and 3ds Max.
- Familiarity with many other areas of game development, such as animation, audio editing & mixing, quality assurance, UI design and UX.

## PUBLICATIONS

Co-authorship in the research paper: "[Application of anthropometry and ergonomics with concepts of game design in the development of smartphone games that enable one-handed use in a safe and comfortable way](#)"

## WORK EXPERIENCE

### **Quality Assurance Tester**

Drinkbox Studios, Toronto, Canada

Released the game [Nobody Saves the World](#)

*Sept/2021 - April/2022*

### **Quality Assurance Tester**

Wompa, Toronto, Canada

Tested the game [Burnit Quest](#)

*Mar/2022 - April/2022*

### **Game Design Consultant**

Jam3, Toronto, Canada

Helped conceptualize [Redbull Metropolis](#)

*Oct/2020 - Nov/2020*

### **Level Designer**

Shaftesbury, Toronto, Canada

Released the game [WREST](#)

*Jan/2020 - Sep/2020*

### **Freelance Game Developer**

Comet Studios, Toronto, Canada

Released the game [Starflight Galaxy](#)

*May/2019 - Aug/2021*

*Feb/2019 - Jan/2020*

**Peer Tutor**

Centennial College, Toronto, Canada

Helped student with inquiries about game development related subjects on one-on-one sessions

**Quality Control Tester**

Hive Digital Media, SP, Brazil

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

*Feb/2016 - Apr/2016*

**Quality Assurance Intern**

Hive Digital Media, SP, Brazil

Tested and shipped games such as [ESPN's Rally dos Sertões](#) and [Intel's Game Hero](#)

*Jan/2014 - Sep/2014*

**Design Intern**

Pés Sem Dor, SP, Brazil

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

*Jul/2012 - Dec/2012*

**Quality Assurance Tester**

Glu Mobile, SP, Brazil

Helped test and ship mobile games such as [Blood and Glory](#), [Infected](#) and [Contract Killer](#).

*Oct/2011 - Dec/2011*

**EDUCATION**

Centennial College, ON, Canada

***Advanced Game Development Diploma***

*Sept/2018 - Jan/2021*

Anhembi Morumbi University, SP, Brazil

***Bachelor of Game Design***

*Jan/2011 - Dec/2014*

School of Art, Game and Animation, SP, Brazil

***Associate of Game Development***

*Jan/2008 - Dec/2009*