

IGOR OLIVEIRA HATAKEYAMA

Game Designer & Game Developer

igor.hatake@gmail.com

<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

Game Designer and Lead QA

June/2022 - Oct/2022

Nyft, Vancouver, Canada

Designed and tested the alpha version of [Nifty Island](#)

Quality Assurance Tester

Sept/2021 – April/2022

Drinkbox Studios, Toronto, Canada

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

Game Design Consultant

Oct/2020 - Nov/2020

Jam3, Toronto, Canada

Helped conceptualize [Redbull Metropolis](#)

Level Designer

Jan/2020 – Sep/2020

Shaftesbury, Toronto, Canada

Released the game [WREST](#)

Freelance Game Developer

May/2019 – Aug/2021

Comet Studios, Toronto, Canada

Released the game [Starflight Galaxy](#)

Peer Tutor

Centennial College, Toronto, Canada

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

Feb/2019 – Jan/2020

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 - December/2014

School of Art, Game and Animation, SP, Brazil

Associate of Game Development

Jan/2008 - Dec/2009