

Igor O. Hatakeyama

e-mail: igor.hatake@gmail.com

Toronto, Ontario, Canada

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

Game Designer with a year of experience both professionally and academically, and an extra 10 years of miscellaneous freelance, contract, and academic gamedev experience in Unity, C# programming, and QA Testing

Summary

A creative video game developer with a passion for playing and making survival and base-building games with procedurally generated elements and emergent gameplay; a longtime fan of games such as Dwarf Fortress, Rimworld, and Kenshi. My roles have included QA Tester, Game Designer, and Level Designer, and I've also developed additional skills in Unity, C# programming, and 3D/2D art through both academic pursuits and personal projects. With two successful games already released on Steam, my ultimate goal is to continue creating engaging digital experiences for players around the world.

Skills

Writing Game Systems ▪ MDA ▪ Design Brainstorming ▪ Conducting Playtesting Sessions ▪ QA Testing ▪ Debugging Prototyping ▪ UX ▪ UI ▪ Unity ▪ Structured Data Analysis ▪ Monte Carlo Simulations ▪ Multidisciplinary Teams

Accomplishments

- Successfully shipped two titles on **Steam**, [WREST](#) and [Nobody Saves the World](#)
- Shipped titles with over **3800** combined positive reviews on Steam
- Worked on a game (NStW) that won multiple **awards** at the Canadian Indie Game Awards (CIGA)
- Developed the **Android game** [Star Flight Galaxy](#) from concept to goldmaster
- Pushed the development of WREST forward, **proactively** taking the many tasks available in order to free other developers to progress with other areas of the game, being essential to the timely launch of the game

Career Profile

Nyft, *Game Designer/Lead QA* (2022)

Drinkbox Studios, *QA Tester* (2021)

Jam3, *Game Design Consultant* (2020)

Shaftesbury, *Level Designer* (2020)

Comet Studios, *Developer* (2019)

Hive Digital Media, *QA Lead* (2016)

Hive Digital Media, *QA Tester* (2014)

Glu Mobile, *Junior QA* (2011)

Recent Experience

Game Designer/Lead QA, Nyft (June 2022 - October 2022)

Coordinate with the game design team on strategies to increase retention, come up with new fun game mechanics and activities in the game, and discuss metaverse and crypto technologies to improve the game

- Was part of a *multi-million dollar* effort to make a groundbreaking experience that integrated emergent technologies in a social base-building game

- Worked on a *LiveOps* environment and did playtesting sessions with users in order to gauge reactions to changes made in the game and iterate upon the findings

QA Tester, Drinkbox Studios (September 2021 - April 2022)

Test the game *Nobody Saves the World* along with the QA team, following test plans devised by the lead QA, reporting bugs and usability problems using the bug tracking and ticketing software provided

- Wrote detailed **bug reports** so the programming team could properly track and fix bugs
- *Debugged* specific areas of the game, attempting to find flaws or oversights
- Playtested the game and suggested *design-oriented* changes or balancing to the designers and developers

Level Designer, Shaftesbury (January 2020 - September 2020)

Iterate through the processes of level design of the VR horror game *WREST*, block out whiteboxes based on the narrative script provided by the artists, add base geometry to the whiteboxes and add triggerboxes and actions using the event systems to make the levels functional

- Shipped a game on Steam that was successfully funded by Ontario Creates
- Was essential in completing the bulk of the tickets needed to be done in level design, freeing up the lead designer to focus on other core aspects of the game

Education

Centennial College, Ontario, Canada (2018 - 2021)

Advanced Game Development Diploma

Anhembi Morumbi University, São Paulo, Brazil (2011 - 2014)

Bachelor of Game Design

School of Art, Game and Animation, São Paulo, Brazil (2008 - 2009)

Associate of Game Development