

FELIPE TAKERU INUY

GAME DESIGNER

ABOUT ME

Hello, I am Takeru, 25, born and raised on São Paulo, Brazil.
I have been studying and making games since 2017, and working as a game designer since 2020.
I have always loved video games, and I believe that creating them is how I can give my best, working with what I love to do, delivering fun and enjoyable experiences.

PROFESSIONAL SKILLS

- Game Systems
- Player Motivations
- Level Design
- Game balancing
- AI design
- Prototyping
- Playtesting
- Knowledge on Economy and Monetization Design
- Knowledge on data analysis and KPIs
- Creation of wireframes and flowcharts
- Familiar with Agile methodologies (SCRUM)
- Languages:
 - Advanced English (C2 - reading, writing and speaking)
 - Native Portuguese (Brazil)

TOOLS AND SOFTWARE

- Unity 3D, C#
- Tools for documentation (Docs, spreadsheets, slides)
- Miro
- Figma
- Programming Logic
- Clickup, Trello, Jira
- Photoshop

CONTACT

📞 55 11 975501657
✉️ takeruinuy@gmail.com
🌐 <https://felipe-inuy.wixsite.com/takeru-portfolio>

WORK EXPERIENCE

Fortis Games - Game Designer

March 2022 - December 2024

- Working as a Game designer in a project with 40+ people, with many industry veterans
- Worked designing systems, creating content and balancing the game progression, following the pillars and target audience defined by the game director
- Researched and analyzed a range of similar products, to figure out what was being successful and could be used in our project
- Worked together with the engineering and art team to create prototypes for the features designed, later playtesting them with the company, gathering feedbacks, insights and analytics
- Structured data spreadsheets, aligning with the engineering team, creating spreadsheets with usability, saving time in the process of maintenance and iteration.

Oktagon Games - Game Designer

February 2021 - March 2022

Fishing Mobile Game

- Worked as a Game Designer and Product owner, designing systems, and working on game balance, following the process of implementation and testing, iterating on the features and approving the finalized feature.
- Structured data spreadsheets, aligning with the engineering team, creating spreadsheets with usability, facilitating the process of maintenance and iteration.
- Took decisions with the design team, aligning the goals with the client's demands

Mini Golf Battle Royale

- Released for mobile devices
- Designed levels for multiple themes, working closely with the engineering and tech art team
- Worked on balancing gameplay items, physics and game difficulty based on data gathered by the analytics team
- Created prototypes to validate ideas
- Frequently met with the client to receive feedback and take decisions on the project

Flux Games - Game Designer - Combat, Systems and Level

December 2019 - July 2020

Cobra Kai: The Karate Kid Saga Continues

- A 3D beat 'em up game, released for PS4, Xbox One, Nintendo Switch and PC
- Worked as Combat and system Designer. Also worked on level design.
- Designed Systems such as Critical Hit and Quests systems.
- Designed, implemented and balanced every playable character and many Enemies/ Bosses, using the tools created by the engineering team.
- Worked on attacks, specials, parameters, animations, and also the AI of the enemies, working closely with both the engineering, animation and VFX team.

EBAC (British School of Creative Arts and Technology) - Game Design Course Tutor

October 2021 - Present

- Graded and gave feedbacks on students activities from each course module, teaching game design concepts to numerous students
- Shared knowledge and materials related to each student and subject necessities
- Worked together with other tutors, sharing knowledge and feedback methods following the school's standards

EDUCATION

Bachelor's Degree in Game Design

Anhembi Morumbi University, São Paulo

- Worked with a team on game projects every semester (7 on total)
- Worked as a Game Designer and Game Programmer (Unity 3D, C#) on all projects
- Improved leadership and teamwork skills while coordinating the team
- Received guidance from experienced professionals of the game development industry.