

CYRO CARVALHO

Game / Level Designer
<https://ch51.itch.io>

PERSONAL PROFILE

I'm Cyro, a game and level designer with passionate, innovative thinking. While working on game jams and other projects, I've designed unique gameplay and levels for numerous games, simultaneously leading teams as director and ensuring quality delivery of product in deadlines.

GOALS

Looking to get more significant experience to add at my portfolio in hopes to eventually become a full-time game designer, level designer or, ambitiously, a director.

CONTACT

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(address)

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ABOUT ME

Games in general are my biggest passion, but I also love, among much more, music, cooking and photography, which I do mostly as hobbies.

LANGUAGES

Brazilian Portuguese – Native
English – Fluent

Professional Experience

GAME DESIGNER

AECOR, 2021 - present

- Created general game mechanics for environment, creature behaviors and items
- Collaborating with the team, designed a never-seen-before crafting and gathering system, as well as game flow and loop
- Made spreadsheets, concept documents and balanced combat, health and other systems

GAME/LEVEL DESIGNER

Team Melon, 2022 - present

- Contracted for developing games for a character platform for virtual worlds
- Designed unique gameplay concepts and mechanics, as well as all levels
- In deadlines, led the team through decisions of every development aspect, additionally iterating on art, music and story

Game Jams/Unpaid Projects

GAME/LEVEL DESIGNER

Sketch in Progress

- Fully designed core gameplay, including abilities, enemies and mechanics
- Directed the team in ensuring fitting visuals and sound effects
- Collaborated with programmers in creating complex procedural level generation

GAME/LEVEL DESIGNER

Bit flip

- Pitched, detailed and balanced game ideas and led the team in properly executing them
- Designed and implemented all levels, then playtested them thoroughly and continuously to ensure the most bug-free experience

GAME/LEVEL DESIGNER AND STORYWRITER

Team Melon - This is Sketchy & Adventures of Ezval

- Designed all levels in This is Sketchy and iterated on collectable locations in Adventures of Ezval
- Collaborated with each member in continually improving and refining features through development
- In an extremely short deadline, concepted the game and wrote the simple, but effective story of Adventures of Ezval, winning it's jam and securing a money prize that helped our team members

GAME/LEVEL DESIGNER

Subject Optimized

- In 48 hours, designed the entire game from the mechanics and overall experience to it's single level and directed the team throughout development.
- Dressed the level to make it look good using the provided environment assets.

GAME/LEVEL DESIGNER

Grail of Sakra

- Created unique core 'illusionist' game concept and the game's spells, enemies and their behaviors, as well as balancing them
- Designed engaging levels with extremely limited time and mechanics

Skills and proficiencies

- Creating game design documents, spreadsheets, etc
- Unity, Unreal and GDevelop
- Team directing
- Pitching
- Grayboxing and sketching