

# **Vinicius Martinez Griebler - Lead Game Designer / QA Tester**

São Paulo, Brazil

## **Contact info**

E-mail: [vinimartinez@outlook.com](mailto:vinimartinez@outlook.com) | Mobile: +55 (11) 99706-9066

## **Education**

2018 - 2021: Bachelor's Degree in Game Design at Universidade Anhembi Morumbi

## **Work experience**

2022 - Current: Lead Game Designer / QA Tester at PushStart Studio

2020 - 2021: Internship - Game Designer / QA Tester at PushStart Studio

As a Game Designer: Writing and maintaining game design documents for current and future projects using both Confluence and Google Docs, brainstorming for gameplay mechanics, narrative writing, level design, game localization and other game design-related work.

As a QA Tester: Test case creation for app/game projects using Jira, as well as reporting and validating bugs to ensure quality.

## **Projects**

### **Glitchers: Hack 'em Up - Prototype (September 2021 - December 2021):**

"Beat 'em up" game prototype for PC inspired by classic games in the genre.

Key areas I've worked on: QA testing, game design, localization (Portuguese to English). I was responsible for testing the prototype and ensuring it was released without game-breaking bugs within the short development time. I also helped on the general game design of the game, writing documentation for the level design, enemy and boss designs, and in-game dialogues.

### **Time Hoppers: The Silk Road - Prototype (2021):**

2D adventure/exploration game aimed at younger audiences. Key areas I've worked on for this project: Game design, documentation and procedural dialogue writing (in English). I wrote in-game text for item descriptions and procedural quest dialogues using JSON.

### **Gamification / HR Tech (September 2020 - Ongoing):**

Gamified selection processes tailor-made for the client's needs. Key areas I've worked on for this project: Game design, documentation and QA testing. Ensuring the apps get tested and fixed in order to ship with no game-breaking bugs under tight

testing deadlines. Responsible for helping design new minigame mechanics and documenting them using Confluence and Figma.

**Time Hoppers: The Silk Road - Full game (2022 - 2023):**

Responsible for creating the level design for the game, and other game design related work such as writing quest names and item descriptions. Also worked on QA testing and bug fixing for the game. Participated in key meetings between our client (Milo Productions) and PushStart to help ensure game development went smoothly and also keep everyone updated on level design progress.

**Untitled 2D sandbox game (Name TBD) - Prototype (June 2023 - November 2023):**

Small scale prototype for a 2D sandbox game set in a futuristic school inside a spaceship. I worked on the project as lead game designer, providing input on core game mechanics, creating the level design, designing quests and writing their dialogue, creating NPCs using the in-game character creation tools, in addition to QA testing.

**Languages**

Brazilian Portuguese - Proficient | English - C2 Proficient

**Tools**

Jira | Confluence | Notion | Transifex | Unity Engine | GitHub Desktop | Blender | Visual Studio Code | Office | Clip Studio Paint | Figma | Google Suite | Sourcetree | Godot Engine