

Felipe Costa Mauricio

Level & Gameplay Designer

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Founder of Crazy Dino Game Studio - LTDA

Published 12 mobile games on Google Play Store and Apple Store, one reaching more than 50.000 downloads

Worked as :

- Producer
- Level Designer
- 2D Environmental Artist
- QA
- Mobile Publishing and store setup
- Monetization planning and integration
- Search Engine Optimization
- Studio Administration

GAME PROJECTS

-Beast of the Lost City

-First person action adventure game solo project

-Roles:

- AI
- Level Design
- Gameplay Interactions

-Prototype Cop

-First person action game team project

-Roles:

- AI
- Gameplay Design
- Producer

VOLUNTEER WORK

Volunteer - Vancouver Digital Entertainment Career Fair - 2019

-Helped with set-up, organization and guest welcoming.

EDUCATION & TRAINING

Game Art & Design - LaSalle Vancouver CA - Started April 2018 - Ends 2020

DigitalTutors courses:

- 3D modeling in Maya and 3DS Max
- Game Creation in Unity 3D

Technical of Modeling and 3d Animation - ProArte School- Brazil - March to May 2015.

Higher Education - PUC - Campinas, Brazil

- Game Design - 2012 to 2014

- Biology - 2008 to 2011.

SOFTWARES



LANGUAGES

- English
- Portuguese

PORTFOLIO

felipemauricio.com

GAME JAMS GAMES

<https://globalgamejam.org/users/felipe-costa-mauricio>