# Ivo Capelo

Technical Game Designer
**Portfolio:** ivocapelo.com
**LinkedIn:** www.linkedin.com/in/ivocapelo/
**Email:** ivo.capelo@gmail.com
**Phone:** (+44) 07746 692765

A Portuguese Technical Designer keen on UI, Experience Design and Gameplay Programming with extensive practice working with the Unity Engine and minor knowledge of Unreal Engine.

Currently staffed at Wushu Studios working on Fall Guys Creative Mode for Consoles and PC. Previously a Software Engineer having worked 6+ years for some of the world's largest mobile titles at Miniclip.

Additional experience includes design documentation, team leadership, mentoring, public speaking, teaching, and avid participation in game jams.

## Professional Experience:

August 2021 – Ongoing / **Technical Game Designer** @ *Wushu Studios*, Liverpool
- Part of Fall Guys Creative Mode team for PC, Switch, PlayStation and Xbox Consoles using the Unity Engine.
- Part of a small cross-disciplined team, bridging the gap between designers, and coders, both in our internal and client teams, encouraging cooperation and compromise.
- Tasked with coding Gameplay, UI/UX Systems (using MVVM), Development Tools and more in C#. Prioritized flexibility and modifiability of code, to ensure sustainability in a live-services environment with continuous iteration.
- Responsible for designing and documenting features (UI, Gameplay, Experience Design) to be presented to, and approved by, our client, as well as more in-depth technical specifications for the development team.
- Worked autonomously to identify problematic areas to polish for Usability and Performance.
- Main ownerships (design and/or code) include Level Browser, Object Selector, Parameter System, Radial Tools, Settings Menu, Floor Resizing, Object Magnetism and Compounded Objects.

Jan 2013 – Dec 2019 / **Software Developer (Intern to Senior)** @ *Miniclip Portugal*
- As part of multi-discipline teams, developed the client-side application for several multiplayer games with millions of users: *8 Ball Pool, Soccer Stars, Agar.io* and *8 Ball Pool Trick shots*.
- Led team of 5 developers in *Agar.io* achieving yearly KPIs.

- Was responsible for the gameplay architecture of *8 Ball Pool Trickshots*, working closely with designers to create level design tools for tables, rules, and layout design.
- Engineered Lua-based automated system with QA Engineering, empowering QA team to automate regression tests with scripts.
- Instigated a tools-based approach to development, creating quality-of-life tools for developers, mainly debug tools, along with reusable content to accelerate creating cross-project standardized UI.
- Liaised as brand ambassador with local universities and dev community.
- Led organization of the *Miniclip Game Jam*, at the time the largest game jam in the country.

Apr 2018 – Jun 2019 / **Teacher** @ *Nostalgica Academy*
- Taught 'Introduction to Game Programming' with Game Maker, ages 12 to 17.
- Gave 'Learn to make Games' presentations with Game Maker at Shopping Malls.

## Education:

| | Teesside University | Grade |
|---|---|---|
| Jan 2020 – May 2021 | **MA. Game Design** | 89% (Distinction) |
| | Instituto Superior Técnico | |
| Jan 2008 – May 2013 | **BSc & MSc. Information Systems and Computer Engineering** | 90% (Distinction) |

## Core Competencies:

**Mobile Development:** Objective-C / C++ (5+ years); C# (4+ years); iOS/Android (6+ years).

**Game Development:** Cocos2D (5+ years); Unity (2+ years, Personal 6+ years); Game Maker (1+ year); Unreal Engine (1.5+ years).

**Development Tools:** XCode; Unity; Git; Jira; Jenkins; MS Office, Google Docs; Adobe Animate.

**Team Tools Experience:** Jira; Jenkins; Azure DevOps; Git; Perforce

**Lesser Experience:** Unreal Engine; Game Maker; HaxeFlixel; Lua; Adobe Premiere; Adobe Photoshop; Blender.

## References available on request.