

Tiago Sambatti

Game Designer

Contact

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São Paulo, Brazil

About Me

I'm a game designer and writer from São Paulo, Brazil. I'm looking for design positions on small teams that could allow for my skills to be used to its fullest. Puzzle and system design are my expertise and I have experience managing teams of small and medium size.

Skills

- Managing and planning for small to mid sized teams.
- Designing systems and creating quick in-engine prototypes.
- Very versed in Unity and comfortable working with Unreal Engine.
- Experienced with client-relations, being confortable with reporting and engaging with stakeholders.

Education

Master of Fine Arts, Game Design
Academy of Arts University 2020 - 2023

Three year program with focus on systems design and design for puzzles. My solo-developed thesis project is soon to be released as a complete puzzle game. More information here.

Bachelor of Fine Arts, Creative Writing
Full Sail University 2015 - 2017

Two year program with focus in game writing and transmedia.

Experience

Solo Developer
Sambatti Games 2020 - Current

Design, coding, writing, and environment work for my game Reliquare and many more to come. I work on these game on my free time to explore and deepen my game development knowledge.

Freelance Game Designer
ARVORE Immersive Experiences 2026

Design support for in-house projects using AI tools to prototype, test, and validade ideas.

Game Producer
Big Moxi Games 2024 - 2025

Producing duties for tech and level design on Reaper Actual alongside Distinct Possibility Studios. Coordination of 110+ contributors alongside the production team.

Game Designer
Eduplaytion 2023

Design for the educational math game Numetry, which was adopted by various schools in Norway. Design of games with educational background, as well as development of several narrative scripts for the several in-game cutscenes.

Game Designer & Squad Leader
Moochies Technologies 2022

Direction and design of a pet management game for the company's own hardware, a smartwatch designed for kids. I hired and coordinated a team of 6 contributors during my time in this position.

Game Producer
Flux Games 2021

Production duties for Cobra Kai 2: Dojo's Rising. Redevelop of production processes alongside the team.

Planner & Inbound Marketing Analyst
REF+ 2019 - 2021

Planning for marketing campaigns that required coordination between art, event, inbound, and other teams for Oracle Latin America.