



Tiago Sambatti

Game Designer

CONTACT ME

- 📍 São Paulo - Brazil
- ✉️ ts_viana@outlook.com
- 🌐 tiagosambatti.com
- 🌐 [@tiagosambatti](https://www.linkedin.com/in/@tiagosambatti)

EDUCATION

Masters in Game Design

Academy of Art University
2020 - 2023

Bachelors in Creative Writing

Full Sail University
2015 - 2017

SKILLS

- Leadership
- Communication
- Management
- Organization
- Game Design
- Level Design
- Presentation
- Unity
- English

WORK EXPERIENCE

Game Designer Fev 2023 - Current

Eduplaytion

Design and documentation of Numetry, a math game designed for children. Also, I was involved in creating and revising the company's processes by evaluating the way development was being done and how it could improve.

Senior Game Designer & Squad Leader Jan 2022 - Aug 2022

Moochies Technologies

Design, documentation, implementation, and development of games for the company's own hardware. My job from the very start was to establish all processes and create the game squad from scratch, hiring people and managing them alongside the project. The team had a total of six people, and we had two projects in active development. Also, every piece of design documentation came from and/or was approved by me.

Lead Writer & Producer Sep 2021 - Jan 2022

Cardano Warriors

Narrative direction for the project, including worldbuilding, character & NPC writing, etc. Also, I helped consolidate the production processes and install pipeline software.

Game Producer May 2021 - Dec 2021

Flux Games

My responsibilities in this position were to keep track of the project's development, coordinate teams to keep goals using scrum, run weekly meetings with publishers and the team, keeping the team running smoothly. Console project

Game Writer Jan 2021 - Aug 2021

Fallout: Miami

Writing for Fallout: Miami, an upcoming DLC-sized mod for Fallout 4 with an original setting, complete with its own engrossing main quest, interesting side quests, and characters, including new companions

ABOUT ME

I've been creating games for over five years now and all my efforts have been aimed at becoming a team leader. In my journey so far, I've acquired enough knowledge and experience to feel confident in my ability to fulfill the design and leadership needs of positions such as Senior Game Designer and Lead Game Designer. Please visit my personal website for more information on my projects, and thank you!