



# Tiago Sambatti

Game Designer

## Contact

 [tiagosambatti.com](https://tiagosambatti.com)

 [ts\\_viana@outlook.com](mailto:ts_viana@outlook.com)

 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 comfortable 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.
- **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.