



Leonardo Gonçalves Malavasi

08/10/1994 | Game Designer

Experience developed in the digital games industry, working as Game Designer, UX / UI, and Project Manager producing Premium and Freemium games. Responsible for the design, documentation, and planning of mechanics, systems, and contextualization. I'm looking for creative challenges and meaningful games production.

CONTACT

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DEGREE

Degree | PUC-Rio | 2018
Digital Media Design

LANGUAGES

Portuguese | Fluent (Native)
English | Advanced

SOFTWARES

Design | Adobe XD, Figma, Photoshop, Illustrator, InDesign;
Management | Trello, Jira, Notion, Confluence;
Development | Unity, Unreal;
VISA
Brazil | SA
Portugal | EU

EXPERIENCE

2022 - Current

Game Design

Gazeus Games | Rio de Janeiro | Hybrid Work

Live-Ops production for classic mobile games. I am responsible for the research process, opportunity analysis, and design of new features that suit the game and its players, aiming at engagement and retention.

Buraco Jogatina: leonardomalavasi.wixsite.com/portfolio/buraco-jogatina

2021

Lead Game Design | Producer

Space Bit | Rio de Janeiro / Belém - PA | Remote Work

Development of Mobile Casual, Hyper Casual and PC games on Freemium models. Responsible for the game design area and creating the organizational structure of teams and production molds, assuming direct contact with customers and investors for the best direction in the development of products.

Benfica Football Merge: leonardomalavasi.wixsite.com/portfolio/benfica-football-merge

Logic Pic: leonardomalavasi.wixsite.com/portfolio/logic-pic

Logic Cube: leonardomalavasi.wixsite.com/portfolio/logic-cube

2020

Game Design | UX/UI | Management

Daisu Games | Rio de Janeiro / Recife - PE | Remote Work

Development of digital adaptations of Boardgames for PC and Mobile. Responsible for the design adaptation and prototyping of games while managing tasks and goals.

Infamy: leonardomalavasi.wixsite.com/portfolio/infamy

Unearth: leonardomalavasi.wixsite.com/portfolio/unearth

2019

Game Design | Management

Massive Work Studio | Rio de Janeiro / Natal - RN | Remote Work

Balancing challenges and progression, restructuring the leveling, crafting, storage systems and creating Boss Fights and balancing the pre-existing ones

DOLMEN: <https://store.steampowered.com/app/831050/Dolmen/>

• leonardomalavasi.wixsite.com/portfolio/dolmen

2018

Game Design | UX/UI | Management

ICAD Games/VisionLab | Rio de Janeiro - RJ | Internship PUC-Rio

Leadership in games development projects for PC and Mobile, under the coordination of Professor Bruno Feijó.

Spookyard: leonardomalavasi.wixsite.com/portfolio/spookyard

• Secondly awarded as "Best of the Fair" at the Brazilian Games Symposium (SBGames) 2018.

Kasoré: leonardomalavasi.wixsite.com/portfolio/kasore

• Degree Project exposed on "Semana de Artes e Design" of PUC-Rio.

2016