

# GIORDANO NIN

Systems Developer

## ABOUT

Self-taught game designer and developer since age 12, with over 5 years of professional experience. Turned a lifelong passion into a career built on a rare mix of technical and creative skill. Convinced that the best work comes from dialogue and collaboration.

## LINKS

[www.giordanonin.com](http://www.giordanonin.com)

[giordanonin@gmail.com](mailto:giordanonin@gmail.com)

[\(21\) 96715-9933](tel:(21)96715-9933)

[Personal Projects](#)

[Linkedin Profile](#)

## TECHNICAL SKILLS

GAME DESIGN

UNITY/C#

PYTHON

GIT

PROJECT MANAGEMENT TOOLS

EXCEL / SHEETS (AUTOMATION)

## HUMAN SKILLS

CREATIVITY

LEADERSHIP

COMMUNICATION

BILINGUAL (EN / PT)

PROBLEM SOLVING

LOGICAL THINKING

### FOUNDER - TORCHWIND GAMES

JUL/2021 - Present

- Delivered Unity projects for clients around the world.
- Managed professionals across multiple disciplines.
- Held a big-picture view of the full production cycle.

### UNITY DEVELOPER - SEVENA

OCT/2023 - JAN/2026

- Built dynamic UI systems with complex, hand-coded animations.
- Collaborated within a cross-functional team.
- Developed and maintained multiple systems across 2+ years on the project

### GAME DESIGNER - 67 BITS

NOV/2021 - MAR/2022

- Concept ideation and documentation (GDDs, sketches, and more).
- Prototyping and gameplay-mechanics programming.
- Team collaboration.
- Level design, building stages directly in Unity.
- Balancing and UX.

### GAME DEV EXTRAS

2009 - Present

- Completed a wide range of courses, classes, and lectures.
- Built strong peer relationships across many game jams.
- Engaged with the game-dev community through in-person events and online groups.
- Developed multiple personal projects.

### CULTURAL EXCHANGE IN JAPAN - YFU

JAN/2015 - JUL/2015

- A semester-long high school program, living with a local host family while attending school.
- Full-time student at Konan Boys' High School, in a class focused on international careers.