

GIORDANO NIN

Game Designer & Developer

ABOUT

I design experiences that don't exist yet. I think in systems and people, working fluently across design and code. Driven by 5+ years of professional expertise and a lifetime of hands-on game development, I am always drawn towards the unachievable.

LINKS

-  www.giordanonin.com
-  giordanonin@gmail.com
-  (21) 96715-9933
-  [Personal Projects](#)
-  [Linkedin Profile](#)

TECHNICAL SKILLS

GAME DESIGN
UNITY/C#
PYTHON
GIT / GITHUB
JIRA / NOTION / MIRO / TRELLO
GOOGLE SHEETS / EXCEL
AI TOOLS

HUMAN SKILLS

CREATIVITY
LEADERSHIP
COMMUNICATION
BILINGUAL (EN / PT)
PROBLEM SOLVING
LOGICAL THINKING

EXPERIENCE

GAME DESIGNER - LUDOTOPIA

JAN/2026 - Present

- Own the full Unity build of a grant-funded educational game.
- Rebuilt the project architecture from scratch for clean, maintainable code.
- Designed gameplay systems that carry tied learning objectives.

FOUNDER - TORCHWIND STUDIOS

JUL/2021 - Present

- Founded a studio delivering experimental, R&D-style Unity work for international clients.
- Ran a full interactive Unity project as an Android live wallpaper.
- Achieved smooth WebGL on low-end mobile before Unity officially supported it.

UNITY DEVELOPER - SEVENA

OCT/2023 - JAN/2026

- Built core systems: product inventory, reviews, and profiles.
- Coded a fully animated inventory UI, matched to design specs.
- Bridged a software tech lead and Unity into one shared architecture.
- Handled QA and API integration under shifting requirements.

GAME DESIGNER - 67 BITS

NOV/2021 - MAR/2022

- Shipped 10+ commercial mobile titles to the App Store.
- Owned ideation, GDDs, prototyping, level design, and balancing.
- Prototype to shipped release on a rapid production cycle.

LEARNING & COMMUNITY

- Self-taught since 2009, built through projects and courses.
- Three years of Physics at UFF before committing fully to game development.
- Competed in over 10 game jams, often leading teams of up to 14 people.
- Continuous self-directed study in Unity, C#, and game design.
- SEBRAE entrepreneurship training, including Gamescom/BGS attendance.
- Cultural exchange, a semester living and studying in Japan (2015).