

# GIORDANO NIN

Game Designer

## ABOUT

I design experiences that don't exist yet. I think in systems and people, working fluently across design and code. Driven by 15+ years of hands-on game development and 5+ years of professional expertise, I am always drawn towards the unachievable.

## LINKS

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-  [Personal Projects](#)
-  [Linkedin Profile](#)

## TECHNICAL SKILLS

GAME DESIGN  
UNITY/C#  
PYTHON  
GIT  
PROJECT MANAGEMENT TOOLS  
GOOGLE SHEETS / EXCEL  
AI INTEGRATION

## 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 AI-native educational game.
- Rebuilt the project architecture from scratch for clean, maintainable code.
- Refined the LLM-driven NPC design to unify AI, narrative, and gameplay.

### 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 as designer.
- Owned ideation, GDDs, prototyping, level design, and balancing.
- Prototyped 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).

# PROJECTS

## LITTLE BIG CITY

TorchWind Studios

- Led a team to design a gameplay loop a non-gamer actor could perform on camera.
- Engineered a rendering approach that builds a full 3D world from flat 2D art.
- A playable prop for the feature film Rumor, live on itch.io.

## LIVING WHITEBOARD

Personal Project

- Prototyped an LLM-augmented collaborative whiteboard, testing AI as a design material.
- Integrated Claude to generate and reshape canvas content from prompts.

## BUSINESS CHESS

TorchWind Studios

- Solo-built a top-down educational adventure, embedding learning into puzzle mechanics.
- Delivered client the complete game alone across design, code, and UX.

## LAST MEAL DINER

TorchWind Studios

- Directed a visual-novel where told stories and choices become the meals you serve.
- Designed emotion-driven systems for a commercial game, currently as vertical slice.

## STEWARD - AUTOMATED TASK MANAGER

Personal Project

- Built my own task manager after commercial ones fell short.
- Engineered a data structure and small local AI models that keep it light by design.

## VIDEObUSTER

GameJam+ 2022

- Placed 2nd of 10+ teams at GameJam+ Rio; reached world finals.
- Bridged lead designer and programmer, building the validated drag-and-drop mechanic.