

Victor Pinto

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Project Experience

2014 - present

Unbraided, (Target - PS4, XBOX1, WiiU, PC)

PROJECT LEAD

- Designed game in its entirety, focusing on gameplay mechanics, systems, art style, and story
- Managed production, motivating team members to accomplish project milestones and meet deadlines for both production and event showcasing
- Developed and maintained Game design documents to ensure a cohesive production environment

2012-2013

Beet Party Uprooted: The Game , iOS

GAME DESIGNER

- Designed 'Count the beets', one of ten mini games featured in Beet Party Uprooted, a mobile game developed for ToonBox Entertainment.
- Adapted The Beet Party shorts into a gameplay driven experience
- Helped scope gameplay mechanics for young children aged 3-5

2012-2013

WordPatch, iOS

GAME DESIGNER / ARTIST

- Defined key gameplay elements, and designed all mechanics, game modes, and features including an innovative local multiplayer mode.
- Established IAP pricing model, and managed advertising services and placement, utilizing both FuseBoxx and iAd

Skills

Proficient

Unity 3D, Photoshop,
MS Office, Trello

Extensive

Experience

Visio, Github, Illustrator,
Confluence, Blender,
WordPress

Familiar

Perforce, C#, HTML5

Methodologies

SCRUM

Agile Development

Waterfall

Kanban

Iterative Design

Paper Prototyping

Project Experience cont.

2012-2013

Orb, PC

PROJECT LEAD/ CREATIVE DIRECTOR

- Generated game concept in a team setting for a physics based puzzle game to represent George Brown College in the 2013 Independent Game Festival
- Led team of design and development students to develop a prototype of Orb, utilizing SCRUM and agile management strategies to achieve weekly sprint goals and project milestones
- Collaborated with department leads to manage a team of over 50 developers

2012-2013

Fidelity, iOS

GAME DESIGNER

- Worked with a group of designers in a team setting to establish key mechanics and features for client, Sony Music Canada
- Met with Sony Music executives to help establish milestones, along with present progress on the game throughout the course of its production

Employment Highlights

2009 - 2012

FREELANCE GRAPHIC DESIGNER

- Produced high quality, creative designs in a deadline-driven environment, with experience in both print and digital media
- Worked within strict branding guidelines to maintain creative continuity between products and services

Education

2012 - 2013

GEORGE BROWN COLLEGE, TORONTO ONTARIO

- Enrolled in highly competitive Post graduate program specializing in Game Design and Production

2005 - 2009

WILFRID LAURIER UNIVERSITY, WATERLOO ONTARIO

- Completed bachelors degree in Communication Studies
- Specialized digital media stream