

SOFIA ROMUALDO

GAME SYSTEMS DESIGNER

I am a game systems designer with six years of experience working on a variety of videogames for PC, consoles and mobile. I love crafting intricate systems that elevate gameplay and become greater than the sum of their parts. My goal is to help create memorable gameplay experiences that combine elegant mechanics, engrossing challenges and rich world-building.

Linkedin.com/sofiaromualdo



SofiaRomualdo.com



auralisofia



KEY SKILLS

SYSTEMS DESIGN

AI, Combat, Weapons
Score, Progression, UI, Tutorial
Visual Scripting

GAME & LEVEL DESIGN

Team Leadership
Design Documentation
Game Balance
Engines: Unity & Unreal 4/5
Virtual Reality

PROJECT MANAGEMENT

Jira, Clickup
Version Control: Perforce, Plastic SCM
Team Management

OTHER

Excel
Adobe Photoshop
Public Speaking

CAREER

GAME DEV HEROES 2023

Winner for Design Hero

WOMEN IN GAMES AWARDS 2023

Nominee for Technical Innovation

BAFTA CONNECT GAMES

2021/2023 Cohort

LIMIT BREAK MENTORSHIP

Mentor & Mentee / 2020 - Present

EXPERIENCE

SENIOR GAME DESIGNER @ BOSSA GAMES

Remote | 2023 - Present

Senior game designer on an unannounced project.

SENIOR/LEAD SYSTEMS DESIGNER @ SUPERMASSIVE GAMES

Guildford, UK | 2022 - 2023

Lead systems designer for *Switchback VR* (2023).

- ❖ Design, implement and polish systems: AI enemies, combat, weapons, score, progression, UI, and trophies
- ❖ Design mechanics and tools to incorporate new PS VR2 features in the game from the ground up, including eye tracking, blinking, haptic feedback and adaptive triggers
- ❖ Lead the implementation of systems with a multidisciplinary team of game designers, engineers, animators, VFX artists, UI and audio designers
- ❖ Mentor other designers and work closely with the game director to help communicate and evangelise the vision for the game

GAME DESIGNER @ GROUND SHATTER

Remote | 2020 - 2021

Game designer for *RICO London* (2021) and *Fights in Tight Spaces* (2021).

- ❖ Design, implement and polish systems: AI, combat, weapons, score, tutorial, progression, achievements and daily play
- ❖ Blockout levels and work with environment artists to implement them
- ❖ Balance game content based on data analysis and feedback from beta testers and early access players
- ❖ Create and maintain design documentation

Achievements include:

- ❖ *Fights in Tight Spaces* was nominated for a BAFTA Games 2022 award for Best British Game, and Best Game Design and Original IP at Develop:Star Awards 2022

GAME DESIGNER @ FIRE HAZARD GAMES

London, UK | 2018 - 2020

Game designer for mobile multiplayer games played in the real world.

EDUCATION

LEVEL DESIGN FOR GAMES

CG Master Academy

Led by Max Pears (CD Projekt Red)
& Emilia Schatz (Naughty Dog)
2021

PHD IN LOCATION-BASED GAME DESIGN

University of Exeter, UK
2015-2019

INTERESTS

Videogames

Currently playing: Helldivers 2,

Dave the Diver

Tabletop Games

Archery

LARP

Film, TV & Books

LANGUAGES

English & Portuguese
(proficient)

French & Spanish (basic)

SELECTED TALKS

ERIC - ESCAPE ROOM

INTERNATIONAL CONFERENCE

Game Design from Videogames to
Theatre & Escape Rooms
London | 2019

OXFORD & LONDON

INTERACTIVE FICTION MEETING

Narrative in Live Games
London | 2019

INDIECADE EAST

Videogame Art and the Artistic
Legitimation of Videogames
New York | 2015

SELECTED GAMES

SWITCHBACK VR - 2023

SENIOR/LEAD SYSTEMS DESIGNER @ SUPERMASSIVE GAMES PS VR2

A horror-themed rollercoaster shooter. Launch title for the PlayStation VR2.
Selected responsibilities:

- ❖ Lead systems designer for all gameplay systems
- ❖ Designed and implemented gameplay mechanics using eye tracking, blinking, haptic feedback and adaptive triggers
- ❖ Led a multidisciplinary team to bring systems to life
- ❖ Created and maintained game design documentation
- ❖ Worked closely with the game director to follow the vision for the game and give regular feedback to the team

FIGHTS IN TIGHT SPACES - 2021

GAME DESIGNER @ GROUND SHATTER PC + Xbox

A blend of deck-building, turn-based tactics, and thrilling animated fight sequences in classic action-movie settings. Selected responsibilities:

- ❖ Design, implementation and polish of mechanics-driven levels
- ❖ Systems design: progression / content unlock, score, daily play, achievements
- ❖ Analysis of gameplay and game balance
- ❖ Game design documentation

RICO LONDON - 2021

GAME DESIGNER @ GROUND SHATTER PC + Switch + PS4 + Xbox

A fast-paced first-person co-op shooter set in London on the brink of the new millennium. Selected responsibilities:

- ❖ Design and implementation and polish of procedurally generated levels
- ❖ Systems design: combat, enemies (AI), weapons, upgrades, score, progression, currency, achievements
- ❖ Game design documentation
- ❖ Analysis of gameplay and game balance

JEKYLL & HYDE - 2020

GAME DESIGNER @ FIRE HAZARD GAMES Real World Mobile Game

Inspired by the classic story, *Jekyll & Hyde* is a mobile game produced in partnership with VAULT Festival, played in the streets around Waterloo. It plunged players into a dark Victorian world where their memories could not be trusted. My responsibilities as game designer:

- ❖ Designed and implemented the 'memories', self-contained mini-stories in a puzzle format, using the environment as puzzle pieces
- ❖ Solving puzzles unlocked choices that influenced the moral compass of the players and, ultimately, the game's ending.

RAF SPITFIRE ACADEMY - 2019

GAME DESIGNER @ FIRE HAZARD GAMES Real World Mobile Game

A mobile game with escape room puzzles, *The Spitfire Academy* was produced in partnership with the RAF Museum. As project lead:

- ❖ Had ownership of the vision for the game and the design pillars
- ❖ Coordinated a team of designers, artists, programmers, writers, and actors.