

# Luiz Quenji Kato Junior

Game Designer

UX and Usability Testing

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## Skills

### Design & Development

- Rapid Prototyping
- Playtesting and Reporting Bugs
- Conducting and Documenting Playtests
- Whiteboxing and Wireframing (UX/UI Design)
- Surveying Data Analysis and Documentation
- Creating Shaders and Particles (Visual Effects)

### Game Engine & Programming

- Unity
- C#, C and C++
- Custom C++ Engines

### Software & Tools

- Unity Shader Graph and VFX Graph
- Visual Studio
- 3D (Autodesk Maya, Blender)
- Adobe (Photoshop, Premiere Pro)
- Version Control (Perforce, GitKraken, Tortoise SVN)
- Microsoft Office

### Languages

- Brazilian Portuguese (Native)
- English (Fluent)
- Japanese (Intermediate)

## Academic Projects

### Game Designer and Unity Programmer

#### Robot Rampage Deluxe – Single Player Action Game

January 2020 – April 2020

- Upgraded the visual pipeline to a more capable and modern version of Unity
- Overhauled gameplay code to incorporate the features of new tools released for Unity 2018.1
- Incorporated Unity's Shader Graph into the asset creation pipeline
- Refined gameplay mechanics from a previous version of the game: Robot Rampage 1.0
- Introduced new gameplay mechanics that built upon the game without detracting from the original experience

### Unity Programmer

#### Luchador Wrestling Game – Party Multiplayer Action Game

September 2019 – April 2020

- Developed and implemented over 10 shaders using Unity's Shader Graph
- Engineered gameplay mechanics through scripting in C#, experimentation and rapid prototyping
- Conducted satisfaction surveys with 25 users and analyzed results to identify trends in user game experience
- Redesigned playtesting tools to assist the team to identify and fix critiques left by the users
- Collaborated with 2 other programmers and designers to merge and optimize scripts, streamlining the code
- Prototyped stages that use gameplay mechanics and visuals to create more variety for the players

### Game Designer and Unity Programmer

#### Life in the Slums – Visual Novel Game

September 2019 – December 2019

- Programmed a custom dialogue system to gain more control over the scripted scenes of the game
- Completed a pipeline for art asset creation and integration into the game's systems
- Created over 30 assets for the game, including art and sound

## Education

### DigiPen Institute of Technology

Bachelor of Arts in Game Design

Expected Graduation Date: May 2020