

# 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)

## Work Experience

### Bilingual Debug/Game Tester (English and Brazilian Portuguese)

Aerotek at Nintendo of America

November 2020 – Present

- Test game titles following specific guidelines to ensure adherence for quality standards
- Identify and report bugs and text errors through tracking systems following specific guidelines
- Conduct effective test suites by developing a deep understanding of game components

## Academic Projects

### Game Designer and Unity Programmer

Robot Rampage Deluxe – Single Player Action Game

January 2020 – April 2020

- Designed and prototyped 2 stages to showcase elements of gameplay and the physics engine
- Researched the game engine to implement mechanics that create a more compelling user experience
- Analyzed playtests to identify the most useful information to the users that should be displayed in the user interface

### Unity Programmer

Luchador Wrestling Game – Party Multiplayer Action Game

September 2019 – April 2020

- 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

## Education

DigiPen Institute of Technology

Bachelor of Arts in Game Design

Graduation Date: May 2020