

Theodore Menezes

Game Designer - Systems, Narrative and Content

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I've spent the last few years developing and researching digital and analog games as well as exploring the field of interactive media and understanding its impact on our society. Throughout this time, I've taken on many roles from Design, Scripting and Project Management. My passion lies in creating unique gameplay experiences that immerse the player in a completely new world where even the ordinary may appear extraordinary.

Languages: English [C2], German [A2], French [A2], Hindi [Advanced], Japanese [N5]

Work Experience

Game Designer

Klang Games - Berlin, Germany

September 2022 - present

As a visionary designer on SEED, I wield the power to shape an avant-garde, society-simulation MMO through:

- Crafting cutting-edge game systems, mechanics, and content that resonate with SEED's vision, creating a cohesive and engaging player experience.
- Collaborating seamlessly with multidisciplinary teams, encompassing programmers, product owners, artists, and producers, to guarantee the successful execution and refinement of game design elements, to ensure successful implementation and iteration of features.
- Producing clear and succinct design documentation, inclusive of technical prose, diagrams, spreadsheets and presentations to efficiently communicate feature designs and prerequisites to the team.
- Scrutinizing game data and player feedback to pinpoint opportunities for amplifying game mechanics, economy, and the overall player experience.

Game Designer

ONE Championship - Singapore

October 2021 - September 2022

- Building games around the ONE Championship IP, based on unique athlete attributes in order to increase fan engagement - through world, system and, narrative design
- Improving player experience through UI & feedback loop modifications for all titles
- Establishing a metrics-driven approach to game design: learning from players to drive retention and virality and balancing player experiences tailored to accessibility - according to both player type and geographically relevant target audiences

Game Designer

Terre des hommes - Köln, Germany

October 2019 - March 2020

- As part of a student work group, I handled the design on a prototype pitch for a social justice awareness game for at-risk kids and teens

Game Design Intern

Ubisoft - Pune, India

November 2017 - January 2018

- Collaborated with the level design team on challenge tracks in 'Steep: Road to the Olympics'
- Produced 3D assets and level layouts for a pre-existing

Education

BA Digital Games (Design)

Cologne University of Applied Sciences - Köln, Germany
March 2019 to February 2021

RNCP Game Design & Development

Rubika Supinfogame, India - Pune, India
September 2015 to May 2017

Projects / Papers Presented

Bachelor Thesis - Intentional Emergent Gameplay Design

January 2021

"How to intentionally design to facilitate emergent gameplay situations within single player worlds."

SUMMARY

- Exploring the history of Non-Ludic Emergence (Chaos Theory, Self-Organization, Cellular Automata & Ludic Emergence (Story Machines))
- Analysis of developer design philosophies (Steve Yee's Holistic design, Nintendo's 'Chemistry Engine', David Yu's Spelunky, 2008)
- Correlation with key genres (systemic sandbox games, immersive sims and roguelites)
- Seven proposed principles of design that may help designers achieve emergence
- Execution of these principles, by designing and developing three mini-emergent games using the rules of rapid prototyping and based on feedback from play test data

Technical Skills / Software Proficiency

- **Game Engines:** Unity3D, Unreal Engine 5, Gamemaker, Construct 2, Stencyl
- **Scripting:** Visual Scripting, C#, HTML, CSS, JavaScript
- **Documentation:** Microsoft Office Suite, Google Docs, LibreOffice
- **Brainstorming:** Miro, Milanote, Xmind
- **Wireframing UI/UX:** Figma, Proto.io
- **Image Manipulation:** Photoshop, Illustrator, Inkscape, Krita
- **Video Editing:** DaVinci Resolve, Premiere Pro, After Effects
- **Level Design:** Sketchup 3D, Reggie Level Editor, Trenchbroom
- **Project Management:** Jira, Pivotal Tracker, hacknPlan
- **Version Control:** Git, Perforce

Online Portfolio

<https://theodoremenezes.com>

Achievements

- Badminton Prodigy
- Speed Reader
- Amateur Historian
- Experimental Chef
- Mythology Master
- Consulting Logician