

Izadora Lima

São Paulo – SP
Brazilian, single, 23 years old.
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Portfolio:
<https://izadoralima.journoportfolio.com/>
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<https://www.linkedin.com/in/izadoraslima/>

Who Am I?

Experienced **Game Designer**, focused on Narrative Design and Creative Content. High spirited, dedicated and passionate about narrative-driven games.

Proficiencies

Agile Methodologies (Scrum e Kanban), Google Sheets, Firebase/Analytics, Photoshop, Illustrator, Adobe XD, Unity 2D/3D, C#, Scripted Narrative, HTML & CSS.

Experience

Wildlife Studios (São Paulo, SP)
GAME DESIGNER
(11/20/2020 - Current)

Narrative, Worldbuilding, Content, UX, Balancing and Concept for Mobile Games.
Projects Involved: **Tennis Clash** - #5 Top Download Sports Game in +5 countries. **Sniper 3D** – Successful mobile FPS. **ZOOBA: Zoo Battle Arena** – Successful MOBA. **Suspects** - Viral Social Deduction Game.

Tapps Games (São Paulo, SP)
QUALITY ASSURANCE
1y and 9m (04/17 to 12/18)

- Tests planning and execution;
- Narrative testing and analysis;
- Microcopy creation (UX Writing);
- Tests with focus groups, forms, card sorting and through support softwares like PlayTest Cloud;

Member of the company's Diversity Committee

Tapps VR (São Paulo, SP)
NARRATIVE DESIGNER
Freelancer – 2019

- Writing, Concept, UX and Narrative Design for immersive experiences (Games/Advergames)

Quest Cast (São Paulo, SP)
CONTENT CREATION AND RECORDING OF
GEEK AND RPG PODCASTS
2y (Periodical/Autonomous)

- Online and recorded content creation for social media directed to a geek audience of a podcast that reached over **121 thousand downloads** and **2 thousand weekly** listeners;
- Research and creation of content that respects and includes minorities;
- Narrative and character design;

<http://questcast.com.br>

Wizard Idiomias (Mauá, SP)
ENGLISH AND BILINGUAL THEATER TEACHER
2 years (03/2015 to 03/2017)

Merits & Accomplishments

Bachelor's Degree
PUC-SP (2016-2018)
Game Design

ENGLISH: Fluent
JAPANESE: Intermediate
KOREAN: Basic

- Writing adventures and supplements for tabletop RPGs under Aster publisher;
- Concluded "Ludologic Narrative" - Game Narrative Design course by the renowned Flávia Gasi;
- Speech/Talk: "Interweaving Mechanics and Narrative – with Magic: The Gathering!" for WGJ 2019;
- Narrative Design mentoring for Women Game Jam 2019.

