

# Tito Lívio Cadorin de Oliveira

## Game Designer

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www.titoliv.io

### EXPERIENCE

#### Izyplay Game Studio

*Lead Game Designer* JULY 2021 - CURRENT

Leader of the Game Design Team.

*Game Designer* MAY 2020 - JULY 2021

Game Designer on mobile, free-to-play, hypercasual projects.

#### Independent

*Game Designer and 2D Artist* 2014 - 2020

Creator of videogame assets and independent Game Designer.

#### Freelancer

*Graphic and Digital Designer* 2014 - 2020

Graphic Designer for corporate visual identity, social media and web.

#### Núcleo Comunicação

*Graphic Designer* 2012 - 2013

Graphic Designer for corporate visual identity, social media and web.

#### Di Uno Informática

*.NET Developer* 2009 - 2011

C# developer on web projects.

### EDUCATION

#### Faculdade Unyleya

*Master of Business Administration MBA, Project Management* 2017 - 2018

#### FSG - Centro Universitário da Serra Gaúcha

*Bachelor of Design* 2009 - 2015

### LANGUAGES

#### Advanced English

Reading, writing and conversation.

### CERTIFICATES

#### Game Design and Development Specialization

Michigan State University on Coursera

#### Game Design: Art and Concepts Specialization

California Institute of the Arts on Coursera

### PROJECTS AND PARTICIPATIONS

#### Game Assets 2017 - 2020

2D Artist, Designer and Programmer

2D Pizza Maker, Ruins Sprite Pack e Forest Sprite Pack.

#### Educational games for the teaching of arabic language 2018

UI Designer

#### Muvuca Games 2016 - 2017

Game Designer and moderator of the Game Design board

Project of game development, social and open to the community.

#### Acheron 2016

Designer, programmer and 2D Artist  
Proof of concept of a 2D Metroidvania.

#### Monitor on the Game Design and Development course 2016 - 2017

Voluntary mentoring on the Coursera platform.