EDUARDO ORTIGOSSA MARTINI

GAME DESIGNER | GAMEPLAY & SYSTEMS DESIGN | UNITY / C#

São Paulo, Brazil | +55 19 99778-0837 | edu.om@live.com
Brazilian & Italian citizen | EU work authorization (no visa sponsorship required)

PROFESSIONAL SUMMARY

Game Designer and Unity Developer with 4+ years of hands-on experience developing mobile games, from system ideation and rapid prototyping to Unity/C# implementation and iteration. Specializes in combat, character abilities, progression, game balancing, and asynchronous PvP. Uses gameplay analytics, KPIs, and market testing to guide decisions that improve player engagement and retention.

CORE SKILLS

Game Design: Gameplay & Systems Design, Combat & Ability Design, Character/Roster Design, Game Balancing, Progression & Reward Systems, Dynamic Difficulty Adjustment, Asynchronous PvP Matchmaking

Development: Unity, C#, Gameplay Programming, Mobile Game Development, Android, Firebase, GameAnalytics

Analytics & Delivery: Gameplay KPIs, Retention & Funnel Analysis, FTUE/Player Onboarding, Rapid Prototyping, Playtesting, Data-Driven Iteration, Excel, Cross-functional Collaboration

PROFESSIONAL EXPERIENCE

FROM BEYOND GAME STUDIO | São Paulo, Brazil

Co-Founder & Game Designer (Unity/C#) | August 2022 – Present

- Co-founded a mobile game studio and led hands-on gameplay and systems design for Lucky Clash, an asynchronous PvP auto-battler featuring grid-based combat and strategic team composition.
- Designed the creature roster, combat roles, character abilities, and unique mechanics; balanced team synergy buffs and character merging, evolution, and progression systems.
- Developed dynamic encounter difficulty balancing to create challenging yet achievable fights, emphasizing close-call victories and engaging match pacing.
- Designed asynchronous PvP matchmaking using cloud-saved teams from real players of similar levels, adapting opponent selection to recent results and awarding bonus rank rewards for defeating stronger teams.
- Established and monitored gameplay KPIs; analyzed retention funnels and player feedback to identify early-stage drop-off and prioritize game design improvements.
- Led approximately 12 market-test iterations across onboarding, initial rewards, first-stage match pacing, storytelling, and setting; improved vertical-slice completion from 49% to 68% (+19 percentage points) and D1 retention by 32% (relative).

Lucky Clash (Google Play): https://play.google.com/store/apps/details?id=com.FromBeyond.LuckyClash

ITAÚ PRIVATE BANK | São Paulo, Brazil

Private Banking Intern | July 2021 – August 2022

- Developed automation tools that generated approximately R$250K in estimated annual efficiency savings and eliminated 60 hours of repetitive work per month.
- Supported KPI reporting, data analysis, and process improvement initiatives in collaboration with senior team members.

EDUCATION

Insper | Certificate in Financial Management | 2023 – 2025

Centro Universitário FEI | Bachelor's Degree in Mechanical Engineering | 2017 – 2022

LANGUAGES

Portuguese (Native) | English (Fluent)