

[[Camilla Avellar]] game designer

Languages spoken: Portuguese (native), English (fluent), French (intermediate), Spanish (intermediate)

25 years old // Recife, Brazil

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Education

Bachelor in Design, UFPE (2003-2007)

MSc in Digital Design (2010 - present)

Work Experience

Creative Lead/Games and Product Designer at *Olimpíada de Jogos e Educação* - Games and Education Olympics / Joy Street (Jan2010>Aug2011)

Activities involved: Redesigning, developing and monitoring of two educational virtual world competitions for public school students; designing new products involving education, social environments and games; concepts for 6 casual games and overseeing their external development; overseeing the art team and guiding asset production; organizing a closing game event for the 2010 competition.

Lead Game Designer at *Olimpíada de Jogos e Educação* - Games and Education Olympics (Nov2009>Dec2009)

Activities involved: Redesigning and developing an educational virtual world competition for public school students; organizing a closing game event for the 2009 competition.

Game Designer at Digital Chocolate (Mar2008>Oct2009)

Activities involved: Creating concepts for mobile, iPhone and social games; developing 3 mobile games and one iPhone game from concept to end product.

Creative Manager at Jynx Playware (Jul2007>Fev2008)

Activities involved: Managing a team of artists and designers; creating new casual, adver- and serious game proposals; developing several new games from concept to end product.

Lead Game Designer at Jynx Playware (Jan2007>Jul2007)

Activities involved: Managing a team of designers; creating new casual, adver- and serious game proposals; developing several new games from concept to end product.

Game Designer at Jynx Playware (Oct2005>Jan2007)

Activities involved: Developing of 10 mobile games, from concept to end product; advergaming for clients such as Coca-Cola and MTV Brasil; and concept proposals.

Game Artist at Jynx Playware (Feb2005>Oct2005)

Activities involved: Creating user interfaces, animations, illustrations for advergaming. Softwares used: Flash, Photoshop and Illustrator.

Other Experience

Game designer and support artist for the game HopeBlocks, worldwide finalist at Microsoft's ImagineCup 2011 Game Design competition, Windows/XBox track. For more about this game, check the competition videos: [Round 1](#), [Round 2](#).