PEDRO MACHADO
SENIOR SYSTEMS DESIGNER

I am a veteran, award-winning game designer with **over 40 games released**, including projects of multiple scopes, genres, and platforms, like **PC, consoles, mobile, and VR**. I am a versatile developer, with experience in programming, project management, and even sound design and composition, but I excel in two areas:

Systems Design: I'm passionate about **analyzing**, **designing**, **prototyping**, **iterating**, **documenting**, and **balancing** game mechanics. My experience spans multiple genres, emphasizing effective systems integration and creating well-organized and concise design documents. I also have experience maintaining **live service projects** using a **data-driven design** approach.

Creative Leadership: I have extensive experience leading creative projects, having worked as a Lead Game Designer, Producer, and even CEO. I enjoy collaborating with teams to develop, structure, implement, and guide game development processes focusing on iterations. Building a healthy and safe work environment is my priority.

EXPERIENCE

Kluge Interactive (2023 - Present)
Lead Game Designer

- I was promoted to form and lead a team of game designers to work across multiple games, including **Horizon Worlds** projects and others.
- My focus is on process, ensuring every designer knows what to do. I work with junior and mid-level designers, giving them feedback and guidance.
- Designed and implemented a **data-driven design** process to collect, analyze, create, and iterate content based on gameplay data for **live service projects**.

Kluge Interactive (2022 - 2023)
Game Designer

- Worked as the sole game designer on multiple simultaneous games in partnership with **Meta** for their platform **Horizon Worlds** (VR, Web, PC, and Mobile).
- Handled everything from ideation to prototyping, documentation, implementation, balancing, and content design.

Brazilian House of Representatives (2017 - 2021)
Game Designer and Producer

- Plenarinho is an educational branch focused on political education projects for children and teenagers. I was the game designer on multiple (around 18) small projects, including web, mobile, and board games.
- I managed the development team, applying Agile principles to organize our work.
- We mainly used Godot for our projects. That's when I learned and used it to learn programming and make an entire game myself. However, we did use Unity for a couple of projects.

Glitch Factory (2012 - 2022)
Game Designer, Producer and CEO

- Co-founded the studio.
- Lead game designer on multiple projects, including our biggest releases, **No Place for Bravery** and **Party Saboteurs**. I designed systems and mechanics, created prototypes, wrote documentation, and handled balancing.
- Did all the level design work (planning, sketching, greyblocking, and implementing) on multiple projects, including No Place for Bravery.
- Worked directly in **Unity** to prototype, tweak, and iterate mechanics, create greyblocks, and even implement content, like cutscenes and dialogues.
- Produced multiple projects, organizing tasks and sprints using an **Agile** process, conducting meetings, and dealing with the team and external stakeholders.
- CEO for a while (2017 - 2020), managing financial, legal, and commercial areas and supervising multiple development teams.

AWARDS

- **No Place for Bravery** - Nominated for Best Game, Best Design, Best Narrative, and Best Visual and winner for Best Game (chosen by the press) at SBGames 2017. Nominated for Best Game in the BIG Starter Category at Big Festival 2017.
- **Party Saboteurs** - Nominated for Best Game at Cubo de Ouro 2018

INFO

- Brasília, Brazil *(open to remote work)*
- pedrodacruzmachado.com
- pedrodacruzmachado@gmail.com
- in/pedro-da-cruz-machado
- Native Portuguese
- Fluent in English
- University of Brasília (2011 - 2016)
  Music Composition *No Degree*

SKILLS

- Systems Design
- Prototyping
- Game Design Writing
- Content Design
- Live Service Design
- Data-Driven Design
- Creative Leadership
- Project Management (Agile/Scrum)
- Coding (6+ years: C#, Lua & GDScript)

SOFTWARE

- Unity (8+ years)
- Godot (6+ years)
- Excel
- Figma
- Adobe Suite
- Machinations
- GitHub
- Pico-8

Read my articles on game development at:
https://medium.com/@pedrodacruzmachado