

Theo Yoshiura Rodrigues

Third-year Game Design Bachelor's student at Brassart, focused on mechanics, level design and gameplay systems.

Identity

Name Theo Yoshiura
Location Lyon, France
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Experience

Internship

VRMonkey · Sao Paulo, Brazil

Contributed to the design of the flat-screen port for The Exorcist Legion and participated in the early design process for an unannounced project.

Network Support Internship

Net4You · Natal, Brazil

Resolved technical issues and maintained network infrastructure.

Hardware Internship

E-Force · Sao Paulo, Brazil

Diagnosed and repaired hardware.

Technical Intervention

Universite de Fribourg · Switzerland

Shared technical knowledge.

McDonald's / Montreux Jazz Festival

Switzerland

Worked efficiently as part of a team under pressure.

Skills

Game Design

Mechanic design · Level design · Gameplay analysis · Narrative · UI/UX · QA testing

Technical

C# · C · C++ · Windows server management · IT support (levels I & II)

Soft Skills

Analytical thinking · Curiosity and creativity · Adaptability · Teamwork

Languages

Portuguese Native
French Native
English Advanced
Italian Intermediate

Tools

Game Engines

Unity Unreal Godot

Design and Creative Tools

Photoshop Illustrator Canva Blender Krita InDesign

Development

Visual Studio Code GitHub Git

Organization

Obsidian Jira Notion Google Docs Google Slides Google Sheets

Discord

Operating System

CachyOS Windows

Education

Bachelor's Degree in Game Design · 3rd Year
Brassart Lyon, France · 2024-present

IT Technician
CPNV, Switzerland · 2019-2021

General Culture High School Diploma - Communication
Gymnase de Burier, Switzerland · 2016-2019