

TIAGO FÉLIX

Technical Game Designer | Systems, Tools, Balance and Prototyping

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PROFESSIONAL SUMMARY

Technical Game Designer with a Computer Science foundation, focused on gameplay systems, prototyping, editor tooling, progression, narrative design, and data-informed balance. Experience delivering solo and team projects, including game jams, alongside Master's research on game balance and gameplay data analysis.

CORE SKILLS

Game Design: systems design, mechanics, progression, game balance, level design, narrative design, playtesting

Technical Design: Unity, C#, JSON workflows, level/editor tools, Dynamic Difficulty Adjustment, behaviour trees, state machines, debugging

Collaboration and Analysis: Git/GitHub, Jira, Miro, scope management, Python, SQL, gameplay data analysis

SELECTED PROJECTS

Dungeon Wipe - Solo Project | *Technical Game Design | Unity | C# | JSON Level Editor | DDA*

- Designed combat around weapon switching and distinct enemy pressure. Warriors rush into melee, archers constrain positioning, and mages create urgent long-range threats that encourage ranged attacks.
- Built a JSON editor for tiles, walls, hazards, obstacles, and spawn points to support level creation, saving, testing, and replay.
- Implemented the health-responsive potion system used in the published ICEC study.

Exile - Solo Project | *Systems and Progression Design | Unity | Hybrid 2D/3D Loop | Economy*

- Designed a day-night loop connecting resource gathering, settlement development, upgrades, difficulty modes, persistent progression, and nighttime combat.
- Set resource and upgrade prices around an achievable number of days and nights. The simple one-enemy-per-night escalation increases pressure on daytime preparation.

Team Projects and Game Jams | *Five Published Collaborative Projects*

- The Choice - Designed narrative content and progression for a team-developed interactive-fiction project.
- O2D - Programmer in an eight-person team for GN! Game Jam #15 and contributor to the completed playable build.
- A Conquista - Programmer and credited Crafter for EPIC-WE Cultural Game Jam #04. Implemented movement, dialogue, map boundaries, and the sequencing of dialogue and game events.

Keep The Light On and Click, Call, Chaos | *Team Projects | Sole Programmer*

- Implemented all game code for both projects and integrated teammate-created visual assets. Click, Call, Chaos used a narrative script written by another team member.

ADDITIONAL PROJECT AND RESEARCH

Prince of Persia (1989) Level Replica - Solo Project | *Mechanics Analysis | Unity | 3D Implementation*

- Studied the original level and recreated movement, gates, buttons, falling floors, enemy attack logic, and pacing in 3D.

League of Legends Data Analysis - Master's Thesis | *Game Balance | Data Analysis | In Progress*

- Analysing how patch changes affect game balance, player behaviour, gameplay outcomes, and live-service design decisions.

EDUCATION AND PUBLICATION

Master's in Game Design, Universidade Lusófona - Expected 2026

BSc in Computer Science & Engineering, Instituto Politécnico de Setúbal - 2021-2024

Publication: Co-author, "Dungeon Wipe: Exploring Dynamic Difficulty Adjustment with Power-Up Mechanics" - ICEC 2024, Springer LNCS

Languages: Portuguese (Native), English (Fluent), French (Basic)