


# GABRIEL CHAURI - GAME DESIGNER

## SUMMARY

I'm a Game Designer with +4 years of experience. My main skills are Systems Design, Analysis, UX and Leadership.

I have a high degree of competence creating prototypes, simulations and engaging documents to communicate the game vision to the team.

I have experience leading multidisciplinary teams and mentoring designers, using proven methods and experience.

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## SKILLS & ABILITIES

- More than 4 years of experience in Game Design and related roles.
- Experience creating and balancing systems and mechanics using spreadsheets.
- Proficiency creating engaging documents to communicate the game vision.
- High degree of competence using Unity and Unreal Engine to create rapid prototypes.
- Experience leading multidisciplinary teams and mentoring designers.
- Experience in other areas of the development besides Game Design, like art, music and programming, which allows me to enhance communication with the whole team.

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## RELEVANT EXPERIENCE

### GAME DESIGNER, CANGREJO IDEAS

*August 2019 - December 2019, Viña del Mar-Chile*

- Own the game vision from start to finish, consisting on ideate, pitch and communicate the game vision throughout the development process.
- Balance economy for an upcoming multiplayer game using spreadsheets.
- Lead Designer for several projects and Design team mentor.

### GAME AND SYSTEMS DESIGNER, PERSONAL PROJECTS

*January 2019 - today, Santiago-Chile*

- Created a prototype and tutorial level for a RTS called "Our Planet is Dying".
- Developing an Idle/Strategy game about circular economy.
- Both games included balance several units and resources using spreadsheets.
- Developed using Unity, C# and Kenney 3D assets.

## RELEVANT EXPERIENCE

### UI/UX DESIGN CONSULTANT, DAPLIS

*March 2020 - today, Santiago-Chile*

- Create different UX deliverables like journey maps, personas, prototypes and usability reports for apps and web pages.
- Design and supervise the design process from start to finish to ensure that the development is in tune with client requirements
- Implement and manage Google Analytics to improve user acquisition and retention.

### FREELANCE TECHNICAL DESIGNER, RAZEN STUDIOS

*March 2017 - July 2017, Santiago-Chile*

- Implemented over 20 abilities in an Action-MMO game.
- Ideated, designed, balanced and the abilities for different classes of characters.
- Implemented using Unreal Engine 4, Blueprints and C++ to define the classes.

### GAME DESIGNER, PROGRAMMER, MUSIC COMPOSER, BEARDED HORSE

*July 2017 - December 2017, Santiago-Chile*

- Founder, Game Designer, music composer and gameplay programmer in two indie mobiles games.
- Created procedural progression systems in rogue-like games.
- Designed and balance interactions between 3 types of enemies and 5 power-ups.

### GAMEPLAY PROGRAMMER/TECHNICAL DESIGNER, SK GAMESTUDIO

*January 2017 - March 2017, Santiago-Chile*

- Programmer and Designer in a project with a defined duration of 2 months.
- Designed character's classes and abilities in a strategy game.
- Balance player decisions and allow to play using different strategies.

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#### +4 years of experience

- Leadership of multidisciplinary teams.
- Mentorship
- Always learning new things

#### Systemic Thinker

- Expertise with ideation, test and balance of systems.
- Create clear diagrams
- Detect patterns

#### Rapid Prototypes

- Digital and paper prototypes,
- Simulations using spreadsheets,
- Engaging and up-to-date documents.

## EDUCATION

### GAME DESIGN: ART & CONCEPTS - CALARTS/COURSERA

- Specialization consisting on 5 courses focused on Game Design, Narrative, World Design, Character Design and crafting a compelling GDD.
- Final qualification: 98%

### GAME DESIGN & DEVELOPMENT - MICHIGAN STATE UNIVERSITY/COURSERA

- Specialization on Game Design, Programming and Marketing Tools.
- Final qualification: 97%

### GAME DESIGN AND DEVELOPMENT - U. AUTÓNOMA BARCELONA/COURSERA

- Final project consisting on applying the acquired knowledge in Game Design, 3D Art and programming a graphic engine using C++.
- Final qualification: 90%

### LEADING TEAMS - UNIVERSITY OF MICHIGAN/COURSERA

- Course focused on developing leadership and mentorship skills. The course also teaches how to design better teams, how to take care about the flow of information and how to solve conflicts and other problems that can arise in a team.
- Final qualification: 97%

### CS50'S INTRODUCTION TO COMPUTER SCIENCE - HARVARDX

- CS50 is the Harvard University's introduction to the science and art of programming.
- Successfully solved problems using programming languages like python, Lua, SQL, C, and javascript.

### BECOME A UX DESIGNER - INTERACTION DESIGN FOUNDATION

- Course about UX processes, the Design Thinking process and different methods to better empathize and ideate with the final user.
- Final qualification: 95%

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## OTHER ACHIEVEMENTS

- Many Game Jam participations as a jammer and mentor on Game Design.
- Speaker in many game development events and podcasts.
- Article featured on the first Chilean Game Design and game investigation journal.
- I have a Youtube Channel where I analyze existing games from the Game Design point of view.
- I'm the designated Dungeon Master among my friends (probably because of my exquisite goblin personification).