




Gabriel Chauri

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I'm a Game Designer with 5+ years of experience. My main skills are Systems Design, User Experience 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.

SKILLS

Systems Design

Experience designing, representing and balancing complex systems using spreadsheets, Figma and other tools.

Leadership

Experience leading multidisciplinary and only-design teams.
Experience mentoring designers, implementing clear feedback methods and communication systems.

UX Mindset

I focus on the UX using research of the target public, directing playtests and a focus on usability and engageability.

Visual Communication

I have a high degree of competence using Figma and other graphic tools to create one page designs and mockups that can be easily shared and iterated upon.

TOOLS



Unity



Unreal



Good old pen and paper



Excel, Sheets



Word, Docs, Slides.



Figma, Illustrator, Photoshop



Notion, Gitlab, Trello.



Jira, Sourcetree.

RELEVANT EXPERIENCE

SENIOR GAMES DESIGNER, AUROCH DIGITAL

February 2022 - Present | Remote

- Designer for undisclosed project.
- Participation in the development of Brewmaster.

SENIOR GAME DESIGNER, CANGREJO IDEAS

January 2021 - Present | Remote

- Develop and hold the gameplay vision for multiple projects using 1-pagers, presentations and clear communication lines.
- Direct ideation sessions using techniques like brainstorming, brainwriting, cognitive mapping and more.
- Lead an initiative of monthly presentations and a 12-week mentorship program for the whole design team.

GAME DESIGNER, CANGREJO IDEAS

August 2019 - December 2019 & October 2020 - December 2020 | Viña del Mar, Chile

- Designed and balanced systems, economies and gameplay features for multiple games using Excel documents.
- Created comprehensive screen flows, usability reports and gameplay mockups to clearly communicate the game to the team.
- Led the design team of Darwin's Yearbook, currently one of the most played games in the Cartoon Network platform.



Darwin's Yearbook



Habbo: Wobble Squabble



Home Alone Survival

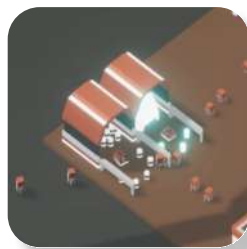


Social games for Oooh platform

GAMEPLAY/SYSTEMS DESIGNER AND PROGRAMMER, PERSONAL PROJECTS

January 2019 - Present | Santiago, Chile

- Designing and developing RTS and Resource Management projects.
- In "The Leftovers", balanced more than 8 resources, a buy-sell system, and the ratio of inflow and spending of resources.
- In "Our Planet Is Dying", balanced a combat system and different units parameters to create a 30 minute experience.
- Implemented Unity Analytics and feedback systems to improve the game using a data-informed approach.
- Developed using Unity and C#.



Our Planet Is Dying



The Leftovers: A Game About Production

GAME DESIGNER, PROGRAMMER AND PRODUCER, BEARDED HORSE

July 2017 - December 2017 | Santiago, Chile

- Founder, and Jack-of-all-trades in an indie company.
- Two published games in Google Play.
- Balance procedural generation and economy systems.
- Implemented Unity Analytics to make data-driven changes.
- Manage a team of three using game documentation and Trello.





Groumy's Escape




Music in Space

Gabriel Chauri

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 in/gabriel-chauriye

NATIONALITY

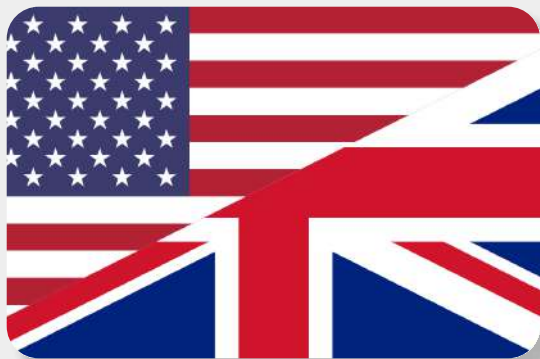


Chilean

LANGUAGES



Spanish - Native



English - Advanced

OTHER INFORMATION

- Mentor and helper in Game Jam+ and Women Game Jam.
- Articles featured on the first Chilean Game Design and investigation journal.
- Constantly writing essays and videoessays using the platform Game Design Thinking.
- I'm a constant learner. I go everywhere with a bag of books and I'm always taking a course (or making one).
- I love playing and analyzing board games.
 - I usually design short board games for my workshops or mentorships.
 - This is the dread of my wife. I always win our board game sessions.
- I have a BA in Jazz Guitar. If you want to play some Jazz standards just call me!

RELEVANT EXPERIENCE

CONTENT CREATOR AND EDUCATOR, GAME DESIGN THINKING

May 2020 - Present

- Created the educational platform Game Design Thinking.
- Write blog and videoblogs to share game design related content in order to help game designers acquire more knowledge.
- Having this platform has helped me to stay looking for new information and cement previously acquired one through teaching.
- Creation of multiple graphics and diagrams to explaining complex concepts in a clear and concise manner.
- Currently running a 6-week workshop in the Bernardo O'higgins University, complementing the Game Development curriculum.

UX CONSULTANT, DAPLIS APP&WEB

March 2020 - October 2020 | Santiago, Chile

- Create UX deliverables like journey maps, personas, mockups and usability reports for a web page and app development company.
- Created design guidelines for internal and external clients.
- Implement and manage analytics using Google Analytics and SEO to increase retention rate, navigation and ARPU.
- Manage the launch of a new e-commerce webpage and propose improvements based on KPI.

FREELANCE TECHNICAL DESIGNER, REISEN STUDIOS

March 2017 - July 2017 | Santiago, Chile

- Implement over 20 new features and abilities for an Action-MMO videogame (not published).
- Used UE4, Blueprints and Level editing tools.
- Design, balance and implementation of abilities for 4 different characters.

RELEVANT EDUCATION

- **Leading Teams** - University of Michigan/Coursera
 - 5-course specialization in which we explored different leadership techniques with a mixture of research-based theory and practical assignments.
- **Game Design: Art & Concepts** - CalArts/Coursera
 - 5-course specialization by the renowned CalArts University. The specialization focuses mostly on Game Design, narrative, World and character design and crafting compelling documents.
- **Game Design and Development** - UA Barcelona/Coursera
 - 6-course specialization focused on Game Design, gameplay and engine programming.
- **Game Design & Development** - Michigan State University/Coursera
 - 5-course specialization with a practical approach that include topics like Game Design, programming and marketing.
- **CS50: Introduction to Computer Science** - Harvard Online
 - A world class course taught by Harvard professors that focuses on the basics of Computer Science and its different applications like game development, web design and algorithmic thinking.
- **Become a UX Designer** - Interaction Design Foundation
 - 12-week course focused on teaching the basics of UX focused mostly on digital and physical interactions with objects and the emotional consequences it has on users.
- **Graphic Design** - CalArts/Coursera
 - 5-week specialization to explore the basics of Graphic Design and its uses to communicate ideas and emotions through images. It gives a wide array of tools to create more interesting graphic pieces.
- **BSc (Hons) Psychology** - Arden University, Coventry, UK (Remote)
 - Diploma expected 2024
- **English Certified Proficiency (Advanced)** - Duolingo English Test
 - Score of 140, equivalent to 118 TOEFL, 8 IELTS.