
Alexandre dos Santos Abreu Noite

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I'm a **Game Designer** with over 10 years of experience helping to make great games with quality and proactivity, mostly on mobile and PC Games.

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Experience

LEVEL DESIGNER

SEP 2024 Wildlife Studios Hybrid work - São Paulo, SP
MAY 2025 It was a great experience, where I worked on the **Match three** game called **Secret Puzzle Society** focused on creating and improving levels. Also contributed in the development of some obstacles and features in the game.

GAME DESIGNER

NOV 2020 Vila dos Games Home Office
NOV 2023 Here I focused on some **educational digital and board games solutions for companies** to teach and improving the knowledge of workers at their job.

LEVEL & GAME DESIGNER FREELANCER

JAN 2019 Fiverr Home Office
JUN 2020 Here I worked on **puzzle, strategy and turn based games** helping the contractor with their projects. Most of then I focused on **level design**, while the other projects I had worked in other design aspects of the game.

QA ANALYST

JUN 2020 Tapps Games Home Office
DEC 2023 Created and executed test plans, documentation reviews, usability tests, balancing tests and bug prevention. **Also worked here from May 2015 to May 2018**, it was my first job started as an intern but six month later was promoted to analyst.

Skills

Game Design:

Level Design
User Experience
General Balancing
Economy Balancing
Tech Game Design
Board Game Design

Engines:

Unity
Unreal (Blueprint)

Art:

Graphic Design
Pixel Art
Affinity Designer
[Photoshop](#)

Education & Languages

2012 – 2016
Bachelor's Degree in Game Design,
Anhembí Morumbi University

Portuguese - English