

Henrique Sousa

Game Designer

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EXPERIENCE

Social Point - Barcelona, ES — Senior Game Designer

MARCH 2016 - PRESENT

Game Designer on *Monster Legends*, a Top 100 Grossing collection/RPG game. I have done feature, system, content and LiveOps design. Currently working as Product Owner and leading a development team to implement the top features of the 2018 roadmap.

LisbonWorks - Lisbon, PT — Game Designer

AUGUST 2015 - MARCH 2016

Game Designer on various games and applications for TV platforms (SmartTV and set-top boxes).

Zuper Brain, Lisbon, PT — Game Designer

NOVEMBER 2014 - MAY 2015

Co-designed *Zuper in Space*, a prototype for a speech-therapy game.

Stories Studio, Lisbon, PT — Game Designer

JUNE 2014 - MARCH 2015

Co-designed *Hipster Thief*, an infinite runner for iOS and Android.

Joyglitch - Porto, PT — Game Designer & Developer

OCTOBER 2014 - FEBRUARY 2015

Designed and developed *Elypt*, a game for iOS and Android which was one of the winners of [Intel and Unity's 2015 Game Development Challenge](#).

PlayMotion TV Apps - Lisbon, PT — Game Designer

SEPTEMBER 2013 - SEPTEMBER 2014

Game Designer on multiple IP-based games (Hasbro's Transformers, Cartoon Network's Gumball and Adventure Time, among others).

EDUCATION

Universidade Católica Portuguesa

MA in Cinema and Audiovisual Arts

2010 - 2014

Universidade Católica Portuguesa

BA in Sound and Image

2007 - 2010

DESIGN SKILLS

Systems Design
Combat Design and Balancing
LiveOps Design
Economy Balancing

TECHNICAL SKILLS

Unity3D
C#
Python
HTML/JS
Excel/Google Sheets

LANGUAGES

English, Portuguese, Spanish