daniel moori

SENIOR GAME DESIGNER | GAME DEVELOPMENT MANAGER

São Paulo, Brazil

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Currently working as senior game designer at Wildlife Studios;
Zooba: Battle Royale Lead game designer, and Zooba's game design team manager

Professional Experience

since 2021	**Wildlife Studios** SENIOR GAME DESIGNER
2018 - 2021	**Fanatee** GAME DESIGN SPECIALIST
2016 - 2018	**Sioux Group** LEAD GAME DESIGNER & DEVELOPMENT MANAGER
2017 - 2017	**Electronic Language International Festival (FILE)** CURATOR OF FILE'S DIGITAL GAMES AND VIRTUAL REALITY EXHIBITION
2012 - 2013	**ESPM - Center of Advanced Studies (CAEPM)** MOTION DESIGNER, WEB DESIGNER E RESEARCH ASSISTANT
2011 - 2012	**Videocubo Productions** MOTION DESIGNER E WEB DESIGNER
2009 - 2010	**Energy Group of the Department of Energy and Electrical Automation Engineering of the Polytechnic School of USP (GEPEA)** SOFTWARE DEVELOPER INTERN

Education Background

2012 - 2015	**Superior School of Advertising and Marketing (ESPM)** BACHELOR OF GRAHPICS DESIGN WITH SPECIALIZATION IN VISUAL COMMUNICATION AND EMPHASIS IN MARKETING
2007 - 2011	**Polytechnic School of the University of São Paulo (POLI-USP)** ELECTRICAL ENGINEERING WITH EMPHASIS ON ELECTRONIC SYSTEMS AND SIGNAL PROCESSING

Scientific Research Activity

2015	**Design Graduation Project (PDG - ESPM)** AUTHOR OF "SUJEITO DIGITAL: UM JOGO EXPERIMENTAL DE FICÇÃO CIENTÍFICA"
2014	**Undergraduate Research Project (PIC - ESPM)** AUTHOR OF "TUTORIAIS EM GAMES: UM OLHAR SOBRE AS ESTRATÉGIAS DE EDUCAÇÃO DO USUÁRIO"
2010	**Polytechnic School of the University of São Paulo (POLI - USP)** CO-AUTHOR OF "LOW COST MICRO WIND TURBINES - A CASE" PUBLISHED IN ASME- ATI-UIT 2010 CONFERENCE ON THERMAL AND ENVIRONMENTAL ISSUES IN ENERGY SYSTEMS.

Art Production

2016	**Projeto Maré - MACC (Campinas Contemporary Art Museum)** INTERACTIVE INSTALATION DEVELOPMENT FOR THE PROJECT "PROJETO MARÉ.02" WITH ERNESTO BONATO
2013	**Electronic Language International Festival (FILE)** INTERACTIVE INSTALATION DEVELOPMENT FOR THE PROJECT "MARTELA" WITH MARIA HSU ROCHA AND RICARDO BARRETO
2012	**Museum of Image and Sound (MIS-SP)** INTERACTIVE INSTALATION DEVELOPMENT FOR THE PROJECT "PAPARAZZI" WITH DANIEL NOGUEIRA DE LIMA
2011	**Mônica Filgueiras Gallery** INTERACTIVE INSTALATION DEVELOPMENT FOR THE PROJECTS "SUOR" AND "JUKEBOX" FOR LEA VAN STEEN'S SOLO EXHIBITION

2010 **Electronic Language International Festival (FILE)**

Interactive instalation development for the project "FeelMe" with aMudi, maria hsu rocha and ricardo barreto

2010 **Paulista Arte Interativa (FILE - PAI)**

Interactive instalation development for the project "omnibussonia paulista" with vanderlei lucentini

Other Activities

since 2012 **Retromaze**

Indie Game Development Studio - founding member

2009 - 2012 **Amudi - Art and Technology Center of the University of São Paulo**

Art and technology creation and development center - founding member

Courses Taught

2022-1 **Game Design Fundamentals**

6 hours Online course at the British School of Creative Arts and Technology(EBAC)

2017-1 **Unity3D Basics**

8 hours Extracurricular course at Tech-ESPM

2015-2 **Game Design Workshop**

2 hours Espaço Geek's opening event | Livraria Cultura - Campinas

2015-2 **Game Design Workshop**

16 hours Extracurricular course. ESPM Game Lab

2014-2 **Game Design Workshop**

16 hours Extracurricular course. ESPM Game Lab

2014-1 **Game Design Workshop**

30 hours Extracurricular course. ESPM Game Lab

Skills

Language	Portuguese (native), English (fluent)
Programming	C#, Javascript, Java, Python, SQL, PHP
Engines & Frameworks	Unity3D, Flixel, Haxe Flixel, Phaser
Project Management	Scrum, Agile
Graphic Softwares	Photoshop, Illustrator, InDesign, Blender, Maya, Cinema4D
Audio Softwares	Ableton Live, Reason, FMOD
Others	Arduino, Processing, Pure Data, Physical computing