

Andy Piffer

Lead Game Designer

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I'm a **Lead Game Designer** with 10+ years experience in Mobile Gaming who has:

- Created 60+ fun casual mobile games that made millions of people smile worldwide
- Managed Live Games and initiatives that radically improved their KPIs and profitability
- Led multiple teams of up to 20 creative minds from Product Discovery to LiveOps phases
- Self-developed game prototypes in Unity for publishers and awarded competitions

You may check out the most relevant games in my [game portfolio](#).

PROFESSIONAL EXPERIENCE

◆ Lead Game Designer, Voodoo, Jan 2024 – Present

Co-directing Product Vision and leading Game Design initiatives for Hole.io, a Live Game with over 1M DAU, pushing it to new records in growth and profitability.

◆ Technical Game Designer, Indie & Contract, Nov 2021 – Out 2023 (2 years)

Research and development of game prototypes for marketability and KPIs measurement for Mobile/PC, either self-funded or partnered with top publishers such as TapNation and Voodoo.

◆ Product Manager, Tapps Games, Jan 2016 – Jul 2019 (3.5 years)

Directed product strategy and led a team of 20+ people during discovery, production and soft-launch of Decor Dream (2018–2019), an ambitious Match-3 puzzle with Decoration meta.

Led multiple teams and Live Games to ship successful releases for the most important games in the portfolio, including [Logic Pic](#) (2017), [My Boo](#) (2016–2017), and Cow Evolution (2016).

Mentored multiple people from the Product & Game Design team and kickstarted new processes that drastically improved and incorporated in Tapps' product discovery and production phases.

◆ Game Designer, Tapps Games, Jul 2013 – Dec 2015 (2.5 years)

Designed and improved core-loops, systems, levels, economies for more than [50 casual games](#) of different genres, including successful ones such as [My Boo](#) (40+ million organic downloads).

Mentored junior game designers and kickstarted the first Live Games team in the company.

◆ Design Intern, Tapps Games, Aug 2011 – Aug 2012 (1 year)

Pitched and shipped new mobile games; 2D Level Design; UI/UX Design.

EDUCATION

Immersive Program in Creative Leadership, Polifonia, Aug 2018 – Dec 2018

Bachelor's Degree in Game Design, Anhembi Morumbi (UAM), 2009 – 2012

- Published an undergraduate research on Game UX Design (Cognitive Usability)
- Final thesis focusing on Game System Design (Resource Management and Strategy)

RELEVANT EXPERIENCES

Sabbatical Leave, Oct 2019 – Sep 2021 (2 years)

Backpacked over 10 countries; volunteered at NGOs during pandemic; learned yoga and other mental-health practices at awarded retreats; joined game development competitions.

Awarded Game Development Competitions

- Con Latinidad 2023 Winner: One-month game jam organized by Latinx in Gaming in partnership with Google. My hidden-object game "CADÊ?", was selected based on quality, creativity, and relation to the theme "Your Latinidad" receiving a prize of \$10,000.
- Storms the World Finalist: My game was selected among the Top 10 Games judged based on the game's originality, production quality and market fit, receiving a prize of \$1,000.
- Jam Nation Winner: One-month game jam hosted by TapNation publisher where 233 teams from more than 40 countries took part. I won 1st place with my hyper-casual puzzle which had the best KPIs among all games receiving a prize of \$5,000.

LANGUAGE & SOFTWARES SKILLS

Management & Communication: Microsoft Office, Google Suite, Miro, JIRA, Confluence, Trello.

Design & Development: Excel/Google Sheets, Unity, C#, GIT, Miro, Photoshop, Illustrator, Maya.

Market Research & Analytics: iTunes Connect, Google Suite (Play Console, Analytics, Firebase), Tableau, Facebook Analytics, Game Analytics, Data.ai, Game Refinery.

Languages: Brazilian Portuguese (Native) and English (Fluent).