

Manuel Correia

Senior Game Designer

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SUMMARY

12 years of industry experience in a range of genres and platforms: PC (Windows, Mac), Console (PS4, Xbox One, Nintendo Switch), Mobile (iOS, Android), AR (Magic Leap, iOS, Android), VR (Oculus Quest, Rift) and analog games.

PROFESSIONAL EXPERIENCE

Senior Game Designer Resolution Games, Sweden | March 2022 - Present

Project: Unannounced

- Working remotely with Resolution Games on a promising but secret new project.

Senior Game Designer Romero Games, Ireland | December 2021 - February 2022

Projects: EMPIRE OF SIN (PC, Mac, Playstation 4, XBOX One, Nintendo Switch)

- Game design for the Empire of Sin DLCs.
- Continued development on Empire of Sin based on user feedback.
- Development of an analog game for one of the world's leading tech companies.

Game Designer Romero Games, Ireland | January 2020 - December 2020

Projects: EMPIRE OF SIN (PC, Mac, Playstation 4, XBOX One, Nintendo Switch)

- General game design for Empire of Sin, with a focus on telegraphing and player feedback, with the goal of making its complex network of systems more approachable to the player.

Game Designer Resolution Games, Sweden | November 2017 - December 2019

Projects: COOKOUT - A SANDWICH TALE, GLIMT! THE VANISHING AT THE GRAND STARLIGHT HOTEL, BAIT! UNDER THE SURFACE (Oculus Quest, Oculus Rift, Magic Leap, Mobile AR)

- Game Designer for Cook-Out: A Sandwich Tale (VR), Glimt: The Vanishing at the Grand Starlight Hotel (AR) and Bait! Under the Surface (AR, unreleased).
- Explored how to use confidential technology before they were publicly available.

Game Designer InnoGames, Germany | January 2016 - Oct 2017

Project: FORGE OF EMPIRES (Browser, iOS, Android)

- Quest design, story writing and balancing for both new ages and continuous live events on the flagship title's most successful year to date.

Game Designer Gambrinous, Ireland | August 2015 - November 2015 (Contract work)

Project: GUILD OF DUNGEONEERING - PIRATE'S COVE (PC, Mac, iOS)

- Designed, implemented and balanced the new quests, enemies and equipment for its first expansion: Pirate's Cove.

Game Designer Digital Furnace Games, Ireland | May 2015 - July 2015 (Contract work)

Project: ONIKIRA - DEMON KILLER (PC)

- Brought in for the final stages of development to help design and polish the game.
- Added variety to the game by reworking existing content and rewriting the story.

Game Designer SixMinute Games, Ireland | December 2013 - January 2015

Projects: PICK A PET, FREE RACING ZERO (iOS, Android)

- Created and balanced the pets, powers and their evolutions according to telemetry data.
- Designed over 100 levels, including specific ones for each pet's powers.

Game Designer Superhippo, Ireland | September 2013 - November 2013

- Developed high level pitches for mobile games (unreleased).

Game Designer Miniclip, Portugal & England | August 2012 - September 2013

Projects: 8 BALL POOL, MINI PETS, ROBOT RAGE, WORD FRENZY, ELEMENT WARS, DUDE PERFECT 2 (iOS, Android, Browser)

- Converted 8 Ball Pool from a free game to free-to-play without angering existing players.
- Designed the economy, balance and player progression for the free-to-play version of 8 Ball Pool.

Junior Game Designer Gameinvest, Portugal | July 2010 - July 2012

Projects: FANTASTIC CREATIONS - THE HOUSE OF BRASS (PC, Mac)

- Design, writing and quality assurance for Fantastic Creations: The House of Brass.

HONORS

- "Empire of Sin" won the Best Game Design at the Imirt Irish Game Awards 2020.
- "Cortiça" won the Best Analogue Game at the Imirt Irish Game Awards 2020.
- Gave the seminar "8 lessons from boardgames" to the Videogame Masters class at Universidade Lusófona in Lisbon.
- Was a judge for the Imirt Awards (2019) and for the Spotlight Awards (2022).

ADDITIONAL INFORMATION

- Fluent in English and Portuguese.
- Board member of Imirt, the Irish Game Makers Association.
- Designed several boardgames with successful Kickstarter campaigns: "Superhot: The Card Game", "Multiuniversum: Project Cthulhu", "Blight Chronicles: Agent Decker".