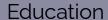


Marcel Pace

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- 5 Master of Arts in Game Development and Research Cologne Game Lab Cologne, Germany 2021 - Pre
- 4 Programming for Digital Games SENAC Curitiba, Brazil 2018 - 2019
- 3 Post-Graduation in Project Management. FAE Business School Curitiba, Brazil 2011
- 2 Professional Photography Portfólio Curitiba, Brazil 2006 - 2007
- Bachelor in Visual Design

UFPR [Federal University of Paraná] Curitiba, Brazil 2005 - 2010

+ Design (exchange student) KISD [Köln International School of Design] Cologne, Germany 2008

Work Experience

7 Freie Universität Berlin - M.I.P. Labor April 2022 - Present

Student Assistant Designer Berlin, Germany (remote)
Responsible for the UX/UI design, visual design, game design, data visualizations and other design needs for the digital projects of the Laboratory of Mathematics, Informatics and Physics of the Free University of Berlin.

6 Curso Positivo - "Pré-Vestibular" course February 2017 - September 2021

Drawing Teacher *curitiba. Brazil*Teacher for the specific ability test (drawing) for Architecture and Design courses entrance exam (vestibular), on the areas of color theory, composition and gestalt.

PBMIH - NGO October 2018 - April 202

Volunteer Graphic and Game Designer *curitiba, Brazil*Supported by UN's High Commissioner for Refugees, PBMIH is an NGO that teaches Portuguese to the refugees of the city of Curitiba.
Responsible for the visual design of the didactic and promotional material, as well as designing, developing and testing their game prototype.

4 MJV Technology and Innovation - Design office March 2013 - November 2013

UX Designer, Junior Motion Designer são Paulo. Brazil
Responsible for experience goals, wireframes and user research of apps, websites and information design. Aligning the interests of stakeholders, overviewing usability researches and defining user-centered goals. Planning, designing, developing, testing and releasing apps and websites. Assisting the motion team with editing, visual effects and audio implementation of the videos for diverse design projects.

3 humorVítreo - Design and art studio July 2011 - July 2016

Founder, Lead Designer, Producer *curitiba*, *Brazil*Responsible for all the designers, artists and programmers to make coherent apps, games and interactive installations. Responsible for designing and leading the development and testing of the audio, visual and interactions of our projects, and for team management, deadlines, funding of the projects or selling of the

2aduge studio - Independent game studio July 2007 - December 2013

Founder. Project Manager, Game and Sound Designer curitiba, Brazi Game design (high concept), sound design (composing, sound effects and their implementation) and project management of the games (objectives, deadlines, scrum meetings, team management).

Responsible for the strategies, planning and finances of the studio.

1 Júnior Design UFPR - UFPR's design junior entreprise. Advisor 2007 President 2006 Intern 2005 Curitiba, Brazil

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Areas of Expertise

Game Design
AV/Motion Design
Visual Design
Project Management
User Experience
Interaction Information Design
Sound Design

Areas of Interest

Technology, Psychology, Science, Art, Culture, Music, Movies, Games, Politics, History.

Soft Skills

Teamwork, Leadership, Innovation & Creativity, Planning, Disruptive Thinking, Researching, Education.

Tools

Photoshop, Illustrator, InDesign, After Effects

Logic Studio, Ableton Live, Cockos Reaper, Garage Band

Interaction/Games

Unity, Processing, Pico8, Construct, Game Maker, SVN

Managememt

Office, MS project, Trello, Asana, Pivotal Tracker

Programming Languages

Basic knowledge on C#, MySQL, Lua, Javascript, HTML & CSS, Java, Python

Languages

Portuguese [native] English [fluent] German [B2] Spanish [A2]

Citzenships

Awards

Qasir al·Wasat: a night in-between Indiecade 2012, Big 2012, SBgames 2012

Intermodal Challenge

Mnemons

Hobbies

Drumming and music, games (digital, board and role-playing), volleyball, cycling, travelling, museums and musical events.