Marcel Pace

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Education

5 Master of Arts in Game Development and Research
Cologne Game Lab   *Cologne, Germany   2021 - Present*

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*

1 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.

5 PBMIH - NGO   *October 2018 - April 2020*
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. andfor team management, deadlines, funding of the projects or selling of the products.

2 aduge studio - Independent game studio   *July 2007 - December 2013*
Founder. Project Manager, Game and Sound Designer   *Curitiba, Brazil*
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 JúniorDesign UFPR - UFPR's design junior entreprise.
Advisor *2007*   President *2006*   Intern *2005*   *Curitiba, Brazil*

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
Visual
Photoshop, Illustrator, InDesign, After Effects
Audio
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
Brazilian
Italian

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

Intermodal Challenge
Good design prize 2011

Mnemons
Indiepub 2011

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