

Manuel Correia

Senior Game Designer

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SUMMARY

Manuel Correia is an award-winning game designer with a focus on systems design, innovative game mechanisms and making games that bring people together. Since 2010 he has worked at 9 different studios in a wide variety of genres and platforms including PC, Consoles, Mobile, AR and VR. Alongside his career in videogames, he creates boardgames.

PROFESSIONAL EXPERIENCE

Senior Game Designer Resolution Games, Lisbon (Remote) | March 2022 - April 2024

Project: Demeo Battles (Meta Quest 2/3/Pro, PC, Steam VR, Pico 4/Pro)

- Game design for Demeo Battles, which takes the heroes, creatures and cards from the popular co-op dungeon crawler Demeo and remixes them into a quick team-based competitive game.
- Created the pitch for the collaboration between Demeo and Dungeons & Dragons, currently in development.

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 technologies 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. FoE has now surpassed one billion euros in sales.

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. It became the #1 Pool game, surpassing a billion downloads.

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.
- Was a judge for the Imirt Awards (2019) and the Spotlight Awards (2022).

ADDITIONAL INFORMATION

- Fluent in English and Portuguese.
- Member of Game Dev Lisbon since 2023, organizing meetups and events for the local game development scene, including the annual Spotlight Awards and the Spotlight Magazine.
- Board member of Imirt, the Irish Game Makers Association, from 2021 to 2022.
- Designed several boardgames with successful Kickstarter campaigns: "Superhot: The Card Game", "Multiuniversum: Project Cthulhu", "Blight Chronicles: Agent Decker".