

# Christhian Almir Gruhn

Game designer and independent game developer

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Date of Birth: September 26, 1988

Nationality: Brazilian

City: Foz do Iguaçu - Brasil (available for immediate reallocation)

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I am a graduate in advertising and also in technology in digital games, with specialization (postgraduate) in game design. I am looking for entry into the gaming market with the goal of collaborating with solutions and executions of games development projects, while at the same time acquiring knowledge.

I bring the study in the area of game design in the last 5 years and the previous experience of the field of communication and marketing as a perspective for the construction of games focused on the design of new experiences.

Open to projects, opportunities, friendships, adventures and challenges. And I would like to present my contribution possibility:

- Create, prototype and validate game concepts quickly, in search of new experiences, with a free process or from briefings.
- To architect the bridge of communication of information between game, players and market.
- Elaborate proposals and content for different game genres and platforms, with rapid adaptation to changes, whether for entertainment games, serious games or advergames.
- Formulate creative solutions through game systems, mechanics, interfaces, narratives and functionalities, focusing on fun, perception, balancing and ethical monetization.
- Plan and execute quality and gameplay tests, internal and external.
- To encourage team projects with fast iteration principles.
- Document the design processes and strategic thinking of the game as a product based on principles of marketing and game design.
- Implement gameplay and logic in different engines and languages.
- Propose aesthetic solutions that contribute to the whole perception of MDA.

## SKILLS IN GAMES

### **Games Design (Intermediate):**

Creation, prototyping and validation of game concepts. Design of game systems, logic, mechanics, flow, interfaces, control and interaction. Documentation and business plan. Narrative writing, high concept, gameplay loop. Planning, execution and analysis of playtest. Study and analysis of games. Design content and research to production.

### **Games Development (Intermediate):**

Implementation of gameplay in the Unity, Unreal Engine, Construct, Game Maker and LÖVE engines. Programming in C#, C++, Lua languages. Refactoring and clean code. Programming student since 2002.

### **Art and Aesthetics for Games (Basic):**

2D Art with focus on Pixel Art. 3D modeling with focus on low poly style in Blender and 3ds Max. Stylized digital sculpture in ZBrush and retopology of models. Projection texturing and texturing through Quixel, Substance Painter, Substance Designer and Bitmap2Material. Concept of environments and digital painting in Photoshop. Basic knowledge of 3D and 2D animation. Music composition for games with focus on chip sound in FL Studio and Logic Pro X.

## SKILLS IN OTHER AREAS

### **Web Development, Applications and Systems:**

Developer in more than 50 sites of different levels of complexity (back-end, front-end, full stack), solo and in team. Developer of more than 10 softwares and applications (Android and iOS). Experience in site deployment in Wordpress. Use of PHP, ASP, SQL, HTML 5, CSS / SASS, Javascript. Basic experience with Python, Java, Go.

### **Marketing and Communication:**

Planning and execution in communication projects, marketing plans and product creation. Focus on digital marketing, content production for social media and blogs, market research, creative direction and design of visual identities. Corel Draw.

### **Event organization:**

Coordination of marketing in more than 20 events (local to worldwide) and 20 sub-events, art direction in campaigns, planning and logistic execution. Participant

### **Interesses Pessoais:**

Cyberculture, Digital and Traditional Art, Digital games, Analogic games (Tabletop and Cards), Advergames, Cultural Games, Games as Art, Sociology and Philosophy of Playing, Games as Media, Communication, Advertising, Blogs, Social Happiness, Vegetarianism, Brazil in Games and the Games Industry.

Experience Design. Attendance and organization of teams. In addition to the development of event management software. Production of content before, during and after events.

### **Graphic production:**

Coordination of layout projects in more than 40 books and magazines, as well as graphic management and visual projects creation for scientific and institutional communication.

### **Entrepreneurship:**

Agency partner for almost 8 years. With the creation of own products, validation of startup mvps and service to companies and institutions.

### **Languages:**

Brazilian Portuguese - Fluent, native  
English - Intermediate level  
Spanish - Basic level, practical

## ACADEMIC INFORMATION

### Specialization (Postgraduate) in Game Design

Positivo University - UP (2018 - 2019)

### Technology in Digital Games

Positivo University / Positivo Technological Center - UP - Curitiba/PR (2015 - 2017)

### Bachelor of Social Communication

Advertising and Marketing with an emphasis on Creation – Graduated with Academic Honour (Láurea)  
School of Advertising and Marketing - ESPM-RS - Porto Alegre/RS (2009 - 2011)

## EXPERIENCES

### Game Designer and Independent Developer

Gruhh (Brasil) - August 2017...  
- Independent game development project.

### Artist, Game Designer, Co-founder

BeLudic (Curitiba/PR) - February 2015 - November 2016  
- Academic startup of independent game development in Curitiba - PR.

### Creative Direction and Partner

Elementus Communication and Marketing (Foz do Iguaçu/PR & remote) - July 2007 - June 2015

### Communication and Marketing Coordinator

International Federation of Physical Education - FIEP (Foz do Iguaçu/PR & remote) - January 2009 - January 2015

### Communication and Marketing Coordinator

International Congress of Physical Education - FIEP (Foz do Iguaçu/PR & remote) - January 2007 - January 2015

## PROJECTS

### Team Tun (PC, Under development - 2019)

Game Maker: Studio 2, solo development, platformer, pixel art, 2D

Team Tun is currently in solo development (design, programming, art and music). It is a “turn platform game” where the player must control the advance of 2 (or more) characters, but only for a few seconds each. As the characters alternate in turns, it is up to the player to balance the boldness with safety in the time remaining in each turn.

- Official Selection of the SBGames 2018 Games Festival, in the Professional category.
- Development of the entire project, except sound effects.
- [teamtun.com](http://teamtun.com)

### quad (Mobile and Web, 2017)

Unity, solo development in 14 days, moving puzzle, simulated 2D

quad is a casual game of minimalistic puzzles in which you need to find the right move according to the movement patterns. Challenge your spatial perception and find the best ways to end up in the right place! With more than 50 puzzles at launch.

- Development of the entire project, except sound effects.
- [gruuh.com/en/project/quad-game](http://gruuh.com/en/project/quad-game)
- Play the game: [gruuh.itch.io/quad](http://gruuh.itch.io/quad) (Web) or [gruuh.com/acesso-quad](http://gruuh.com/acesso-quad) (Android)

### **Sórtia** (PC, 2016)

Unity, team, puzzle of lights interaction, 3D, low poly style

In Sórtia, the player assumes the role of a character that aims to unravel the solution of challenges by developing his skills of control and deduction, while discovering a little more of the story of this fantasy universe in which he has just woken up. The winning condition of the game is in its advance until it reaches the last level.

- Design developed in team with 4
- Story writing
- Art direction
- Creation and animation of the character
- Composition of the main song (with 2 variations) and some sound effects
- Structuring and data analysis of gameplay (playtest)
- [gruuh.com/en/project/sortia-game](http://gruuh.com/en/project/sortia-game)
- Play the game: [gruuh.com/download-sortia](http://gruuh.com/download-sortia) (Demo PC)

### **How to Sell Popsicles** (Web and PC, 2015)

Unity, team, educational game, resource management by day of action, 3D, low poly style

A casual-educational 3D game for desktop (pc and mac) and web game, submitted to the 4th Sebrae Entrepreneurship Development Contest, where the player needs to use his entrepreneurial vision to manage the activities of a small popsicle vendor. Thus, the player traces a path that the character will go through, trying to follow the daily events, to accumulate money and buy new flavors and equipment.

- 2nd place in the 4th Sebrae Entrepreneurship Development Contest - SEBRAE
- Design developed in team with 4
- Creation, animation and visual variation of the character
- Information: [gruuh.com/en/project/how-to-sell-popsicles/](http://gruuh.com/en/project/how-to-sell-popsicles/)

### **Save the Hats** (PC and Web, 2017)

Unity, game jam, team, survive the waves, pixel art, 2D

- Play the game: [teamhat.itch.io/save-the-hats](http://teamhat.itch.io/save-the-hats) (Web)

### **Card Trip** (Analog, 2017)

Tabletop Simulator and physical, solo development, deck-building with set collection, card game

- Rules: [gruuh.com/acesso-cardtrip](http://gruuh.com/acesso-cardtrip)

### **tini - The Little World** (Mobile and Web, 2017)

Unity, solo development in 14 days, adventures in semi-roguelike, 3D, low poly style

- Play the game: [gruuh.itch.io/tini](http://gruuh.itch.io/tini) (Web) or [gruuh.com/acesso-tini](http://gruuh.com/acesso-tini) (Android)

### **V** (Mobile, 2017)

Unity, solo development in 14 days, moving puzzle, 2D

- Play the game: [gruuh.com/acesso-v](http://gruuh.com/acesso-v) (Android)

### **The Stories of Caelum** (PC, 2017)

Unity, team, drive puzzle, 3D

- Play the game: [gruuh.com/download-caelum](http://gruuh.com/download-caelum) (Demo PC)

### **Naturez4** (Web, 2016)

Unity, solo development in 72h, educational game, turn-based strategy, action cards, 2D

### **Qorxu** (PC, 2016)

Unity, team, high difficulty shooter, 3D

### **Insomnia - The Tower of Dreams** (Mobile, 2015)

Unity, team, high difficulty platformer, 2D, pixel art

- Play the game: [gruuh.com/acesso-insomnia](http://gruuh.com/acesso-insomnia) (Web Port Version)

### **The Big Party** (Analog, 2015)

Physical prototype, team, board game, spatial perception and resource management

**Shinobi Pocket Legends** (Mobile, 2015)

Unity, team, local multiplayer, clicker-idle-battle, pixel art, 2D

**Tiny Space Traveler** (Mobile, 2015)

Unity, team, turn roguelike, pixel art, 2D

– Play the game: [gruuh.com/acesso-tinyspace](http://gruuh.com/acesso-tinyspace) (Web Port Version)

**Mario and the Poetry** (Web, 2015)

Construct 2, game jam, solo development, slow beat 'em up, semi-procedural poetry, pixel art, 2D

– Play the game: [gruuh.com/acesso-mario](http://gruuh.com/acesso-mario) (Web)

**Deadly Traps Against Zombies** (Mobile, 2015)

Construct 2, team, high difficulty platformer, pixel art, 2D

**Biblioteca.cc** (Site and System, Web, 2013-2017)

PHP and MySQL, team, open source, fast computerization of school libraries

**NosAvalie.com** (Website, Web, 2014-2016)

PHP and MySQL, solo development, mvp, real-time marketing, satisfaction survey

**More Poems** (Website, Web, 2014)

PHP, Javascript and MySQL, solo development, digital artistic experience, collaboration

**ImortalTricolor.com** (Website, Web, 2005/2014)

ASP, solo development, content site, online community

**App Visite Foz do Iguaçu** (App, Android and iOS, 2012/2019)

HTML5, Javascript and XML, solo development, content application

**VisiteFoz** (Website, Web, 2008)

ASP, PHP and MySQL, solo development, content site, writing and photography

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Additional information about each project: [gruuh.com/cv](http://gruuh.com/cv)

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## TECHNICAL PRODUCTIONS

**Survey of player perceptions about Brazilian digital games in 2017**

[PT only] Independent publication (2018). [gruuh.com/pesq-jogosbr-2017](http://gruuh.com/pesq-jogosbr-2017)

**A study on the interpretation of interface and the elements of the game "quad"**

Research Seminar UP (2018).

**Blogs from the perspective of information and consumption**

Monografia ESPM (2011). Advisor: Prof.<sup>a</sup> Fabrizia Cinel.

## COMPLEMENTARY TRAINING

**Sculp - 3D Character Modeling**

ICONIC Academy - Distance Learning - 2018 – in progress

**Design Patterns com C# - Desenvolvimento Avançado**

Rodrigo Santana - Distance Learning/Udemy - 2018 – in progress

**Tourism Marketing**

SENAC - National Service of Commercial Learning - Distance Learning - 2019

## **Web Content Production**

U. Rock Content - Distance Learning - 2019

## **Advanced Content Marketing**

U. Rock Content - Distance Learning - 2019

## **Where is the Grace - the 25 triggers of humor**

Perestroika - Distance Learning - 2018

## **Lua Programming and Game Development with LÖVE**

Kyle Schaub - Distance Learning/Udemy - 2018

## **Video Game Music: The Complete Composer's Guide**

Steven Melin - Distance Learning/Udemy - 2018

## **Sound Design 102: Using Synthesis for Music Production**

Jason Allen - Distance Learning/Udemy - 2018

## **Agile Project Management**

Pontifícia Universidade Católica de Minas Gerais - PUC Minas - Distance Learning/PUC Minas Virtual - 2018

## **Data Science in the Games Industry**

University of Dundee - Distance Learning/FutureLearn - 2018

## **Ad Assets for App Campaigns**

Google - Distance Learning/Learn with Google - 2018

## **Data Analysis with Spreadsheets**

DataCamp - Distance Learning/DataCamp - 2018

## **Digital Painting: Fundamentals**

Escola Revolution - Distance Learning - 2018

## **Make an Action RPG in GameMaker Studio 2**

GameDev.tv - Distance Learning/Udemy - 2018

## **Online Games: Literature, New Media, and Narrative**

Vanderbilt University - Distance Learning/Coursera - 2018

## **Object-oriented Programming in Python: Create Your Own Adventure Game**

Raspberry Pi Foundation - Distance Learning/FutureLearn - 2018

## **The Games Industry in Brazil: Internationalization in the games sector**

UFRGS - Federal University of Rio Grande do Sul and Ministry of Culture of Brazil - Distance Learning/Lúmina - 2018

## **Serious Gaming**

Erasmus University Rotterdam - Distance Learning/Coursera - 2018

## **The Games Industry in Brazil: Tips and challenges for entrepreneurs**

UFRGS - Federal University of Rio Grande do Sul and Ministry of Culture of Brazil - Distance Learning/Lúmina - 2018

## **Gamification**

FIAP - Faculty Paulista of Information Technology and Administration - Distance Learning/SHIFT - 2018

## **Writing Short Stories**

Jane Bettany - Distance Learning/Udemy - 2018

## **GAME102x: Video Game Design and Balance**

Rochester Institute of Technology (RITx) - Distance Learning/edX - 2018

## **The Games Industry in Brazil: Panorama, careers and opportunities**

UFRGS - Federal University of Rio Grande do Sul and Ministry of Culture of Brazil - Distance Learning/Lúmina - 2018

### **Introduction to Git for Data Science Course**

DataCamp - Distance Learning/DataCamp - 2018

### **Digital Games: How to Conquer the Public Gamer**

Escola Brasileira de Games (EBG) - Distance Learning/Udemy - 2017

### **GAME101x: Video Game Design History**

Rochester Institute of Technology (RITx) - Distance Learning/edX - 2017

### **Game Design and Development: Video Game Character Design**

Abertay University - Distance Learning/FutureLearn - 2017

### **Using R as a Financial Calculator**

IX Free Software Technology Forum – FTSL & UTFPR – Federal Technological University of Paraná - 2017

### **The Board Game Developer - Become a game design ninja**

GameDev.tv - Distance Learning/Udemy - 2017

### **How to Draw Everything**

SVS - The Society of Visual Storytelling - Distance Learning/SVSLearn - 2017

### **The Ultimate Drawing Course**

Jaysen Batchelor - Distance Learning/Udemy - 2017

### **11.127x: Design and Development of Games for Learning**

Massachusetts Institute of Technology (MITx) - Distance Learning/edX - 2016

### **Principles of Game Design**

Michigan State University - Distance Learning/Coursera - 2016

### **Story and Narrative Development for Video Games**

California Institute of the Arts - Distance Learning/Coursera - 2016

### **Sensitive complexity: A parallel between video games and art**

State University of Campinas - Distance Learning/Coursera - April 2016

### **SEO**

MestreSEO - Distance Learning - 2013

### **Digital Advisor - Evolving from Release to Web 2.0**

Escola de Comunicação - Prof. Rodrigo Capella - Distance Learning - 2011

### **The Creative Process - Module 1**

ESPM-RS - Prof. Charles Watson - 2010

### **Brand Name: Creativity in Practice - Naming**

ESPM-RS - Prof. Flávio Brasil - 2009

### **Sports Marketing**

ESPM-RS - Prof. Fernando Trein - 2009

### **Political Training Course: "Preparing the way"**

PDT - Democratic Labor Party - 2008

### **How to Produce a Scientific Electronic Journal**

UNESP - CEVAP - Prof. Benedito Barraviera - Distance Learning - 2006

## **ACKNOWLEDGMENTS AND AWARDS**

### **Official Selection at the Games Festival of the Brazilian Symposium of Games and Digital Entertainment - SBGames 2018 - Professional Category**

Game: Team Tun - SBC - Foz do Iguaçu/Brazil - October 2018



**2nd place in the 4th Sebrae Entrepreneurship Development Contest - SEBRAE**

Game: How to Sell Popsicles - SEBRAE - São Paulo/Brazil - February 2016

**Academic Honour (Láurea) - ESPM - 2011**

ESPM-Sul - Porto Alegre/Brazil - December 2011

**Exhibition of Arts of the SBGames 2018 - Selection in the category Concept Art**

Work: Character of Sórtia - SBC - Foz do Iguaçu/Brazil - October 2018

**Exhibition of Arts of the SBGames 2017 - Honorable Mention and selection in the category Soundtracks for Games**

Work: Composing of the soundtrack of the Tiny Space Traveler game - SBC - Curitiba/Brazil - November 2017

**Exhibition of Arts of the SBGames 2017 - Selection in the category Ingame Screenshot**

Work: Screenshots set of quad, a minimalist puzzle - SBC - Curitiba/Brazil - November 2017

**iBest 2008 Award - Top 5 in the RS state category**

Project: imortaltricolor.com - iBest - 2008