




Gabriel Chauri

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 https://gabrielchauri.com

 in/gabriel-chauriye

I'm a Game Designer with over 8 years of experience, specializing in Systems Design, Player Experience, and Mentorship.

I excel at creating clear and compelling documentation from high-level concepts to detailed feature specifications to define and champion the game's vision. I'm also proficient in using game engines to prototype, playtest, and iterate, ensuring gameplay is engaging and fun.

I have extensive experience leading multidisciplinary teams, mentoring designers, and improving cross-team communication to enhance collaboration and workflow.

SKILLS

Systems Design

Experience designing and balancing complex systems to create engaging gameplay through feedback loops.

Iterative Mindset

I believe in a 'playable first' approach, and rally teams towards the game vision so we can test the design hypothesis as effectively and efficiently as possible.

Visual Communication

I have experience in UX design and a high degree of competence using graphic design tools to create 1-page designs and mock-ups to iterate and share features.

Leadership

Experience leading and mentoring multidisciplinary teams and students. Proven record implementing feedback methods and communication systems.

MAIN TOOLS



Unity
C#



Unreal
BP & C++



Good old pen
and paper



Excel, Sheets,
Machinations.



Word, Docs,
Slides, etc.



Photoshop,
Figma,
Miro, etc



Notion,
Gitlab,
Trello, etc.



Confluence,
Sourcetree,
Jira, etc.

RELEVANT EXPERIENCE

LEAD GAME DESIGNER, AUROCH DIGITAL

January 2024 - March 2025 | Bristol, England, UK (Hybrid)

I led multidisciplinary teams on the implementation of several systems and was the main driving force behind early playables, prototyping and playtests for the upcoming 4X strategy game *Mars Horizon 2*.

- Encouraged hands-on, in-engine work to discover the limits of the features we could implement with a focus on "finding the fun".
- Designed and implemented a nested Quests systems which is a fundamental mechanic players use to experience the game.
- Used system diagrams and models to design, implement, and balance two Economic Systems which feed back into each other.
- I was the main GDD owner which entailed:
 - Making sure designers were updating the GDD and changelog, and communicate changes effectively to the rest of the dev team.
 - Share and encourage use of best practices to achieve the highest-quality of written and visual communication possible.
 - Enhanced engagement and maximised meeting efficiency by ensuring contextually appropriate dedicated time for GDD review and discussion.
- Regularly delivered talks to share knowledge with the team.

SENIOR GAME DESIGNER, AUROCH DIGITAL

February 2022 - December 2023 | Bristol, England, UK (Hybrid)

I collaborated with multiple studios as a versatile Systems and Gameplay designer for multiplatform games, and drove key efforts that enabled the completion of deals to port highly successful PC games to consoles.

- I collaborated with Sumo Leamington on *Stampede: Racing Royale*.
 - Designed and modelled a variation of the ELO matchmaking system that was suitable for a 60-players online Karting game.
 - Engaged with server-side documentation and used my SQL and Python knowledge to support code on implementing the matchmaking system.
 - Closely collaborated with Code and UI/UX teams to implement the Tasks system and the Kart & Character Customisation screens.
- Designed player flow, controller scheme and 'goodies' for *V-Rising's* PS5 port and *Wilderness: Switch Edition*, to ensure early client engagement.
- Quest design, data input and balancing on *Brewmaster*.



Mars Horizon 2:
The Search for Life



V Rising
Console port



Wilderness:
Console Edition



Stampede:
Racing Royale

SENIOR GAME DESIGNER, CANGREJO IDEAS

January 2021 - December 2021 | Remote

I led multiple concurrent 5-month projects while also managing and mentoring the design team to support them on their assigned projects.

- I delivered more than 10 games from concept to submission using one-pagers and concept GDDs to secure deals and get early client's feedback.
- Directed ideation sessions using techniques like brainstorming, brainwriting, cognitive mapping and more.
- Led a 12-week internal mentorship program.

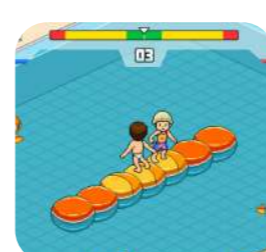
GAME DESIGNER, CANGREJO IDEAS

August 2019 - December 2019 & October 2020 - December 2020 | Chile

- Led the design of *Darwin's Yearbook*, one of the most-played games on the Cartoon Network web platform.
- Used Excel to balance systems, economies and gameplay features.
- Created comprehensive screen flows, usability reports and gameplay mock-ups to facilitate feature implementation on tight schedules.



Darwin's Yearbook



Habbo Games




Home Alone Survival




The Puzzle Society

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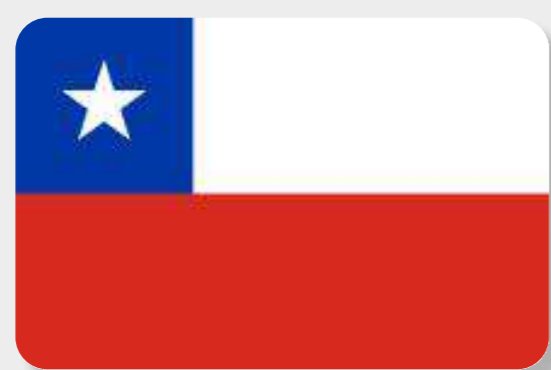
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BASED IN



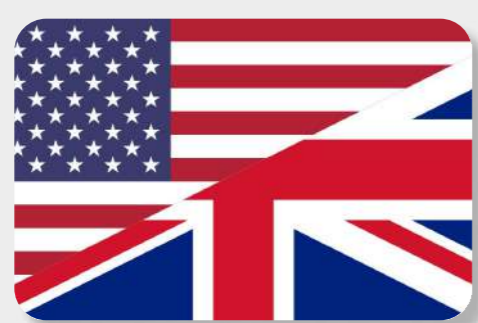
England
(Skilled Worker Visa)

CITIZENSHIP



Chilean

LANGUAGES



English

Expert Proficiency (C2 CEFR)



Spanish

Native Proficiency

OTHER INFORMATION

- Mentor in Game Jam+, Women Game Jam and Limit Break.
- Articles featured on the first Chilean Game Design and investigation journal.
- Constantly writing essays and video essays using the platform *Game Design Thinking*.
- I'm a bookworm. Bring those books here!
- I'm a huge castle nerd. I just can't get enough of them. Where's my sword?
- I love playing and analysing board games.
- I have a BA in Jazz Guitar. If you want to play some Jazz or Metal, just call me!

RELEVANT EXPERIENCE

CONTENT CREATOR, EDUCATOR & CONSULTANT; GAME DESIGN THINKING

May 2020 - Present | Worldwide

I created the educational platform *Game Design Thinking* to share my knowledge with students worldwide, as well as offering mentorship and consultancy services to small studios and solo developers.

- Use of graphics and diagrams to explain complex concepts in a clear and understandable manner.
- Have run multiple workshops and talks at universities and events.
- This platform has allowed me to "learn by teaching".

GAMEPLAY/SYSTEMS DESIGNER & PROGRAMMER, PERSONAL PROJECTS

January 2019 - Present | Worldwide

Designing and developing personal projects and participating in game jams is my way to keep 'in good shape' regarding my holistic game dev skills,

- In *The Leftovers*: balanced a system with more than 8 simple and advanced resources and balanced the game's converters.
- In *Our Planet Is Dying*: balanced a combat system and units' parameters to deliver a 30-minute experience.
- Implemented Unity Analytics and feedback systems to improve the game.

CO-FOUNDER, UX DESIGNER & LIVE-OPS MANAGER, DAPLIS APP&WEB

March 2020 - October 2020 | Santiago, Chile

I had the opportunity to work with several small businesses on designing, developing, and operating their websites.

- Create UX deliverables like journey maps, personas, mock-ups, etc.
- Proposed improvements based on KPIs using SEO and Google Analytics.
- Created design guidelines for internal and external clients.

FREELANCE TECHNICAL DESIGNER, REISEN STUDIOS

March 2017 - July 2017 | Santiago, Chile

I was part of a small ambitious team developing an Action/Combat MMO.

- Implemented over 20 new features and abilities using UE4 and Blueprints.
- Balanced the 3Cs: Character, Camera and Controller.
- Collaborated with code team to improve C++/Blueprint performance.

RELEVANT EDUCATION

- **Leading Teams** - University of Michigan/Coursera
 - 5-course specialization on different leadership techniques with a mixture of research-based theory and practical assignments.
- **Game Design: Art & Concepts** - CalArts/Coursera
 - 5-course specialization by the renowned CalArts University. The specialization focuses mostly on Game Design, narrative, World and character design and crafting compelling documents.
- **Game Design and Development** - UA Barcelona/Coursera
 - 6-course specialization focused on Game Design, gameplay and engine programming.
- **Game Design & Development** - Michigan State University/Coursera
 - 5-course specialization with a practical approach that include topics like Game Design, programming and marketing.
- **CS50: Introduction to Computer Science** - Harvard Online
 - A world class course taught by Harvard professors that focuses on the basics of Computer Science and its different applications like game development, web design and algorithmic thinking.
- **Become a UX Designer** - Interaction Design Foundation
 - 12-week course focused on teaching the basics of UX focused mostly on digital and physical interactions with objects and the emotional consequences it has on users.
- **Graphic Design** - CalArts/Coursera
 - 5-week specialization to explore the basics of Graphic Design and it uses to communicate ideas and emotions through images.
- **BSc Psychology Level 4** - Arden University, UK
 - Successfully completed Level 4 Psychology, average grade 70%.
- **English Certified Proficiency (Expert Proficiency)** - Pearson PTE Academic
 - Overall Score 90/90 equivalent to **C2 CEFR**, 9.0 IELTS, 120 TOEFL.