

Unir Reis

Game Designer & Creative Developer

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I'm Unir Reis, a Game Designer with 8 years in the industry and 11 years making games. I've shipped 15+ multiplatform titles and worked on 30+ projects across games, simulation, education and branded experiences — three of those years running my own studio as COO and Art Director.

EXPERIENCE

UI/UX Designer — ARVORE Immersive Experiences

07/2025 — Present

- Design interfaces for immersive and interactive experiences
- Work inside a production pipeline for XR and immersive media
- Translate experience design intent into implementable interface systems

Lead Game Designer & Art Director — Seeliefy — Indie Game & Tech Studio

04/2024 — 10/2025

- Co-founded the studio and led game design, art direction and production
- Designed and shipped cross-platform games for B2B clients
- Led teams of up to 10 people across design, art and development
- Ran product strategy, scope definition and live operations

Proof: unirreis.com/projects/super-hacka-kids/

Unity Game Artist & UI/UX Designer — 67 Bits

05/2021 — 02/2023

- Designed hyper-casual and mid-core games for mobile and web
- Implemented gameplay and interface systems in Unity (C#)
- Built progression and monetisation features, and measured them after release
- Shipped multiple titles alongside artists and developers

Proof: unirreis.com/projects/bottle-flip-fever/

Game Designer & UI/UX Designer — Aurora Borealis

03/2019 — 08/2020

- Designed interactive experiences for brands and live events
- Worked closely with multidisciplinary teams and external clients
- First professional role designing systems for non-gaming audiences

Proof: unirreis.com/projects/training-simulators/

SKILLS

Game Design · Systems Design · Level Design · UI/UX Design · Progression & Balancing · Production · Concept Art · Art Direction · Project Management

TOOLS

Unity · C# · Blender · Photoshop · Illustrator · Figma · Miro · Trello · Jira · Notion · Git · Visual Studio · NoesisGUI / XAML · DaVinci Resolve · After Effects

EDUCATION

Visual Design and Communication — Universidade São Judas Tadeu (Bachelor's Degree) · 2016 — 2020

Digital Game Programming — ETEC Aristóteles Ferreira (Associate Degree) · 2015

Concept Art & Digital Art — Muzz Art School (Continued study) · 2023

Art Fundamentals — Marc Brunet (Ongoing study) · In progress

LANGUAGES

Portuguese — Native · English — Fluent (C2) · Spanish — Intermediate · Japanese — Elementary