

Rafael Sales

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I've been making games since 2008 in a wide variety of important game studios in Brazil, like Riot Games, Aquiris, Rogue Snail and Insolita. I have focused my last decade in master game production, which gave me a deep understanding about Agile methodologies applied into game development reality. I truly love to ship ambitious projects and learn a lot during the development journey. I have lived some great examples of work life balance both on high scale projects (50+ teams) as well on small teams.

Bachelor in Design (2007), MBA specialist in Project Management (2011), Certified Scrum Master - CSM (2012) and Product Owner - CSPO (2015).

Experience



Senior Producer

Rogue Snail
May - Jul 2020 · 3 mos
Fully remote

Managed the last production months of **"Relic Hunters Rebels"**, a Shooter/Looter/RPG for Android and iOS.

Key experiences:

- Learned tons about effective fully remote game studio management;
- Helped the team to fit the MVP scope in a feasible size;
- 2nd finished game developed in Unity (tbr in 2021).

----- sabbatical break -----



Senior Producer

Aquiris Game Studio
Jul 2018 - Jan 2019 · 7 mos
Porto Alegre, Brazil

Launched **"Looney Tunes World of Mayhem"**, a turn-based multiplayer RPG for iOS and Android developed by Aquiris (BR) and published by Scopely (US).

Key experiences:

- Managed 2 squads to ship frequently new features, managing those releases end to end;
- Learned a lot about how Scopely manages their data;
- 1st shipped game developed in Unity engine.



Executive Producer

Riot Games
Sep 2014 - Aug 2018 · 4 yrs
Sao Paulo, Brazil

Led **League of Legends'** product team in Brazilian office, being responsible for strategic and production processes efficiency, shipping products tailor-made to Brazilian players.

Key experiences:

- Worked mainly on strategic level reporting to Product Director and managing directly a product leadership team composed by 2 other producers and 5 product owners, developing around 10 simultaneous projects;
- Riot expanded my quality standards as I worked close to some very ambitious projects through so many different media, like softwares (*in-game and web based*), animated videos and real life events.



Producer

Aennova
2013 - 2014 · 1 yr 4 mos
Sao Paulo, Brazil

Managed a portfolio with dozens of serious games simultaneous development for Brazilian high profile clients. Planned deadlines, tracked productiveness and implemented better workflows.



Producer

PixFly
2012 - 2013 · 6 mos
Sao Paulo, Brazil

Led a dev team of 13 members to develop some online multiplayer card games for different platforms like Facebook, iOS and company's portal, *NetCartas*.



Producer

Insolita Studios
2011 - 2012 · 1 yr 2 mos
Sao Paulo, Brazil

Launched **"Turma do Chico Bento"**, a social game for Facebook and Orkut that reached 2 million MAU. Worked as Scrum Master from early concept to launch, leading a team which started off with 12 and reached 23 members.

Also responsible to ensure alignment between studio (Insolita), publisher (Level Up!) and licenser (*Mauricio de Sousa Produções*).



Producer

4Gennius
2010 - 2011 · 1 yr
Curitiba, Brazil

Developed some serious games and augmented reality projects. I implemented Scrum in the company from scratch, with a team of 8 members. Worked too as portfolio manager, managing around 5 simultaneous projects.



Art Producer

EBTS
2009 - 2010 · 1 yr
Curitiba, Brazil

Formerly hired as a 3D artist, I took the role of Art Producer leading a team of 5 artists. The main project was "MVT", a shooting simulator with common mechanics of FPS games.



Art Producer & Character Animator

Make Wish
2008 - 2009 · 1 yr 7 mos
Curitiba, Brazil

Worked on "Shadow of Light" development, a MMORPG with high expectations, but low experience. Formerly I was hired as the 3D character animator, where I rigged and animated tons of chars. As the development team grew from 5 guys to 35 developers I took the role of Art Manager, where I've managed a team of 10 artists.

Languages

Proficient English

I've been working on international projects since 2014 (producing at Riot Games, Aquiris and Rogue Snail)

Education



MBA in Strategic Project Management

Positivo University
2010 - 2011
Curitiba, Brazil



Degree in Design

Federal University of Pernambuco - UFPE
2004 - 2007
Recife, Brazil

Certifications



Certified Scrum Master

Scrum Alliance
Since Oct 2012



Certified Product Owner

Scrum Alliance
Since Mar 2015



ICAgile Certified Professional

ICAgile
Since Jun 2015



Certified in Agile Project Management

ICAgile
Since Nov 2016



Certified in Agile Team Facilitation

ICAgile
Since Jan 2016