

Rafael Sales

33 years, single, childless and available for travel
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I have been working with games for **10 years** and the last 8 ones as a Project Manager / Producer with around 60 shipped projects. I am a certified Scrum Master (CSM), Product Owner (CSPO), specialist with an MBA in Project Management and graduated in Design.

Key Characteristics

- Experienced Producer (8 years) with design background (14 years), which helps me guide teams to deliver great products in terms of design and art
- 10 years of experience as a Leader / Manager
- Experienced leader of big teams (30+) and complex projects (~1 year)
- Experienced manager of simultaneous projects (~10)

Experience as a Producer

Project Manager **Riot Games** Sao Paulo, Brazil
3 year and 9 months (Sep/14 - May/18)

I've worked in the League of Legends Product team in Brazil. I've managed 15 projects, mainly software, video and event production ones. In every project I needed to manage tons of vendors since Riot don't hire a lot of artists and programmers in local offices.

Beyond that I've worked as a project portfolio manager, where I defined with product managers the prioritization of projects to Brazilian players. Here I worked as a stakeholder for 20 projects, helping the teams to focus on the right outcomes, KPIs definition, etc.

And I've implemented Agile in the whole office in 2014 and helped teams to keep improving the production process.

Project Manager **Aennova** Sao Paulo, Brazil
1 year and 4 months (Jun/13 - Aug/14)

Assist in the communication between all teams and customers in a multi-project environment with about 8 to 10 games. Plan deadlines, track the productiveness, propose and implement better workflows for the development of serious games for big clients like Natura, Mondelez, Gol, Avon, Sírío-Libanês Hospital and Netshoes.

Project Manager **PixFly** Sao Paulo, Brazil
6 months (Dec/12 - May/13)

I worked as a Scrum Master, focusing on constant help to the team and on continual improvement of processes. I

managed a team of 13 members in the development of online multiplayer games for different platforms: Facebook, iOS and NetCartas (independent browser portal).

Producer **Insolita Studios** Sao Paulo, Brazil
1 year and 2 months (Oct/11 - Nov/12)

- Insolita Studios is a respected game development studio in Brazil
- Level Up! is the biggest publisher in the country
- MSP - Mauricio de Sousa Produções - is the most famous IP created in Brazil, with the worldwide famous IP "Monica's Gang"

I worked on the development of the social game "Turma do Chico Bento" from the early concept to launch. I was the Scrum Master, leading a team which started off with 12 and reached 23 members. I was the responsible for communication between studio, licensor and publisher.

Project Manager **4Genius** Curitiba, Brazil
1 year (Oct/10 - Oct/11)

I implemented Scrum in the company, with a team of 8 members, working as a Scrum Master on the development of 3 games and 1 augmented reality project. I worked too as portfolio manager, organizing and distributing team members between simultaneous projects.

Art Manager **EBTS** Curitiba, Brazil
1 year (Oct/09 - Sep/10)

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

Art Manager **Make Wish** Curitiba, Brazil
1 year and 7 months (Mar/08 - Sep/09)

I worked on the development of the MMORPG Shadow of Light, a highly complex game project, where I took the role of Art Manager after started as the Lead Animator, in which I led a team of 10 artists.

Education

MBA in Project Management Curitiba, Brazil
2010 - 2011 Positivo University

Degree in Design Recife, Brazil
2004 - 2008 Federal University of Pernambuco - UFPE

Languages

Advanced English