

Phelipe Batalha

✉ phelipebatalha@hotmail.com

📍 Belo Horizonte, Brasil

🌐 LinkedIn

🔗 <http://phelipebatalha.com>

Professional Summary

Game Developer and full-stack web developer with extensive experience managing agile, multicultural teams using Scrum methodologies. Strong command of English, developed through teaching and professional experience, enabling effective communication with diverse groups. Digital Games student at PUC Minas and class representative, skilled in supporting teams and students with project guidance on logic, structure, design, and semantics.

Work Experience

Assistant for Board Games Production – Pontifícia Universidade Católica de Minas Gerais - PUC Minas

07/2025 – Present | Belo Horizonte, Brasil

- Assisted students in identifying game design principles and solutions; contributed to 3 games selected for SBGames 2025. Facilitated iterative design and playtesting sessions.

Serious Game Developer – Da Vinci Abile

08/2025 – Present

- Designed and developed 3 serious games using Unity 6000.2.6f2 and Ruby on Rails 8, leveraging Agile methodologies and DevOps for continuous integration and deployment on Heroku; automated cognitive assessments, improving HR analysts' evaluation efficiency by 85%, and enhancing decision-making through advanced gameplay mechanics and user experience design.

Assistant for Serious Games Production – Pontifícia Universidade Católica de Minas Gerais - PUC Minas

01/2025 – 08/2025 | Belo Horizonte, Brasil

- Mentored 4 student groups (32 students) in serious game development for institutional and enterprise projects; coordinated with MM Gerdau Museum and PUC Minas Veterinary School, leading to trial presentation at 'Nerd Museum' event. Employed Agile project management and collaborative design processes.

Teaching Assistant for Shader Programming and Visual Effects – Pontifícia Universidade Católica de Minas Gerais - PUC Minas

07/2024 – 07/2025 | Praça da Liberdade, Belo Horizonte, Brasil

- Provided expert teaching assistance in Shader Programming and Visual Effects (VFX) for Digital Games courses, specializing in Unity Shader Graph, CG Programming, and HLSL; supported development of advanced shaders and visual effects contributing to a student project recognized with artist emphasis at SBGames 2025. Applied Agile collaboration and version control best practices.

Founder – Uai Studio

01/2024 – Present

- Co-founded indie startup focused on serious games for academic use; secured PUC TEC investor approval and contributed to pitches attracting resources. Developed a game adopted by Convenção Batista Mineira, positively impacting over 100 users with high Google Play ratings. Applied product strategy, user journey mapping, and rapid prototyping.

Serious Games Developer – Uai Studio

01/2024 – Present

- Led programming, gameplay mechanics design, and performance optimization for educational serious games using Unity and C#; developed IOCO, a commercially successful game on Google Play and Apple Store, boosting user satisfaction by 32% among children and parents. Applied Agile development, version control (Git), and cross-platform deployment strategies.

Instructor – Code Buddy / Super Geeks

April 2023 – October 2023

- Delivered game and web programming classes for children and teenagers; increased student enrollment by 23% and improved experience levels by 40%, including significant progress for students with disabilities. Applied inclusive teaching methods and curriculum development.

Education

Pontifícia Universidade Católica de Minas Gerais (PUC Minas) – Belo Horizonte, Brasil

12/2025

Bachelor in Digital Games (last semester)

Pontifícia Universidade Católica de Minas Gerais (PUC Minas) – Belo Horizonte, Brasil

12/2020

Bachelor in Architecture (paused)

Pontifícia Universidade Católica de Minas Gerais (PUC Minas) – Belo Horizonte, Brasil

12/2019

Bachelor in Computer Science (paused)

Volunteering & Leadership

Volunteer Researcher – UFMG – Psychology Department (PhD project)	08/2024 – 08/2025
<ul style="list-style-type: none"> Volunteer in the development of PhD student Sara Leão in Psychology at UFMG. Jointly developed an adaptation of games used in psychology into Immersive Virtual Reality. 	
Course Representative – Pontifícia Universidade Católica de Minas Gerais - PUC Minas	01/2022 – Present
<ul style="list-style-type: none"> Student representative for the Digital Games course; participated in numerous game development and academic events, contributing directly to the course achieving a 4.8% improvement in CPA internal evaluation and a grade 5 in MEC evaluation. 	

Certifications

English Course (Advanced) – Cultura Inglesa	– 2022
Skills	

Design Skills: User Journey Mapping, High and Low Fidelity Prototyping, Micro-interactions, Product Strategy, Graphic Design
Technical Skills: C#, C++, HLSL, Python, PHP, SQL, REST APIs, JavaScript, HTML, CSS, Bootstrap, Figma, Adobe Photoshop, Blender, Unity, Unreal Engine, Godot, Construct, Game Maker, Trello, HacknPlan, Ruby on Rails, Git, Extended Reality (VR/AR), Agile / Scrum
Other Skills: Rapid prototyping for game development, Office Tools
Soft Skills: Team leadership and development, Strong collaboration skills in creative environments

Projects

PUCTec – Pontifical Catholic University of Minas Gerais Technology	2025
<ul style="list-style-type: none"> Selected to participate in the university's entrepreneurship and innovation ecosystem. Presenting and refining startup projects in competitions and pitch events to attract investors. Focused on scaling solutions and enhancing business strategies based on feedback from industry professionals and academic mentors. 	
PAN – Programa de Aceleração de Negócios	2024
<ul style="list-style-type: none"> Accepted into the Business Acceleration Program to improve startup performance, attract clients, and refine project scalability. Participated in mentoring sessions and strategic planning activities aimed at developing sustainable and high-impact business models. 	
Game Jam 2023: Atenas – game for psychological problems	2023
<ul style="list-style-type: none"> Developed a game in 48 hours, creating a play inspired by Alphonsus de Guimaraens' poem "Ismalia," blending the theme of depression. 	
SBGames 2025 – Salvador, Brazil	2025
<ul style="list-style-type: none"> Presented two articles as developer and Scrum Master: Paths of Archeology: an Educational Game Based on Iterative Design and Impact of Virtual Reality on Neuromotor Interventions for Dyslexia. Also contributed to the article Immersive Virtual reality as a teaching tool in Neuroanatomy. 	
Karawara: A Game Inspired by Tupi Guarani Mythology	
<ul style="list-style-type: none"> Narrative RPG featuring Tainara, a young Mbyá tribe woman. The game explores themes of nature, redemption, and indigenous culture. 	
Hackathon PUC Minas - ODS Challenge: Virtual Reality for Neurodevelopment	
<ul style="list-style-type: none"> Developed an immersive solution to evaluate and train cognitive and motor skills in children with disorders such as dyslexia, ADHD, and ASD. 	
Volunteer Researcher: Avaliação cognitiva e motora em realidade virtual imersiva para crianças com dislexia	
<ul style="list-style-type: none"> Volunteer in the development of PhD student Sara Leão in Psychology at UFMG. Jointly developed an adaptation of games used in psychology into Immersive Virtual Reality. 	
Surgical Instrumentation Game: UFMG’s Veterinary School	
<ul style="list-style-type: none"> Game challenges players to organize surgical instruments on an operating table correctly, respecting limits and avoiding overlaps. 	
IOCO: Game for Children	
<ul style="list-style-type: none"> Developed a game for my startup (Uai Studio) for a Convention with the aim of teaching children about good behavior in society. 	
Game Jam 2025: A game for 17 Sustainable Development Goals (SDGs) of the UN – ‘Make our light’	2025
<ul style="list-style-type: none"> Developed a game in 48 hours, with a focus on LGBTQ+ representativity using VR. 	
Game Jam 2024: A Gota d’agua – game for 17 Sustainable Development Goals (SDGs) of the UN	2024
<ul style="list-style-type: none"> Developed a game in 48 hours, with a focus on marine life protection. The game aims to raise awareness among players about the importance of preserving our seas and oceans. 	

Languages

English (Advanced (C1)), Portuguese (Native)