

Bruno Brito

Game Designer | Technical Designer

Stockholm, Sweden / Brazil

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SUMMARY

Game Designer with over 6 years of AAA experience, working across feature design and implementation of dynamic world systems, destruction gameplay, and technical pipelines on three shipped Battlefield titles. I work at the intersection of design and engineering targeting the player experience at the centre of every decision. I deeply care on having a good collaboration with my team. Mobile game design background (BIG Starter Educational Award, 2018).

AAA EXPERIENCE

2020 - Present

Technical Designer, EA DICE, Stockholm, Sweden

Unannounced Title

- o Working across feature implementation, R&D, prototyping, and workflow development for the next Battlefield title's destruction features.

Battlefield 6

- o Worked on research, development, design, and technical implementation of next-generation destruction gameplay features, helping establish foundations for interactive, systemic environments.
- o Collaborated with the REDSEC team on Battlefield 6's Battle Royale mode, supporting technical implementation and content workflows.
- o Maintained technical pipelines and provided content validation across engineering, level design, and art teams.

Battlefield 2042

- o Owned and drove the design and technical implementation of the Tornado feature, working closely with VFX, audio, and engineering to ensure systemic stability at 128-player scale.
- o Implemented and supported live service dynamic world features across multiple maps: interactive objects, moving platforms, weather states, and complex explosive setups.

Battlefield V (Live Service)

- o Developed and implemented the community server feature, enabling players to create and customise their own server settings and game rules.

MOBILE AND INDIE

2018

Mobile Game Designer (Prototype) - Mompas, Brazil

- o Designed and built a mobile word game prototype in Unreal Engine 4, covering core loop design, touch controls, and player progression.
- o Winner, BIG Starter Educational Award, June 2018.

PREVIOUS EXPERIENCE

2005 - 2017

Motion Graphic Artist and Director, Studio Black Hole and Produtora Play, Brazil

Director and Motion Graphic Artist producing 2D/3D animations and broadcast campaigns, building a strong foundation in visual pipelines and project management.

CORE SKILL AREAS

Engines and Tools	Unreal Engine 4/5 (Advanced Blueprints), Frostbite, Perforce, Visual Studio Code, AI Agentic Workflows (Claude Code, Codex, Copilot, Hermes)
Technical Design	Visual Scripting, Gameplay Systems Design, Dynamic World Systems, Destruction Pipelines, Tool Creation, Rapid Prototyping, Content Validation
Programming	C# (basic), C++ (basic), Python (basic)
Languages	Portuguese (Native), English (Fluent)

EDUCATION

2018 - 2020

Game Design, Futuregames, Stockholm, Sweden

Intensive, practical-focused curriculum emphasising industry-level skillsets, agile workflows, and technical design methodologies.