

Cayque Gastón Cicarelli

Game Designer | Visual Novel Developer (Systems & Gameplay) | Ren'Py & Python

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Professional Summary

Game Designer and Visual Novel Developer with a degree in Computer Science from FEI, specializing in systems, game flow, and narrative balancing. Hands-on experience with interactive mechanics, UI/UX, and development in Ren'Py and Python. Lead Developer for [A Week to Remember](#), an international commercial romance visual novel focused on interactive storytelling, directly responsible for gameplay systems design, coordinating playtests, iterating based on player feedback, Steam integration, technical documentation, and accessibility.

Professional Experience

Lead Visual Novel Developer | Letterflux Studios — "[A Week to Remember](#)" (US / International) (Mar 2026 - Present)

- **Systems Design & Gameplay Decisions:** Designed and led gameplay systems, structuring choice systems, narrative branching, and complex interactive logic for an international commercial project built with Ren'Py and Python.
- **Game Balancing & Game Flow:** Continuously tuned narrative pacing and player engagement, ensuring consistency in decision-making flow and direct impact on story outcomes.
- **Playtests, Feedback Analysis & Iteration:** Planned and executed closed pre-alpha playtest sessions, analyzing player feedback to drive rapid iteration on the final product.
- **UI/UX Design, Polish & Accessibility:** Developed the full graphical user interface (GUI), focusing on intuitive visual polish and implementing advanced accessibility features (Alt Text, Closed Captions, gamepad support, and high contrast).
- **Rigorous Documentation & Collaboration:** Authored detailed technical documentation for systems and scripts, aligning the development team and facilitating the management and stability of pre-alpha builds using Agile methodologies (Scrum).

Information Security Intern | Edenred Brasil — São Paulo, Brazil (Mar 2024 - Dec 2025)

- Implemented DLP solutions, IAM governance, and control assessments based on NIST 800-53 and ISO 27001 to mitigate corporate risks.
- Analyzed logs in Splunk SIEM, prepared technical incident documentation, and drafted cross-functional technical and executive reports.

Software Developer / Web Developer | Sankhya — Remote (Aug 2022 - May 2023)

- Maintained and extended legacy applications (Ruby on Rails, JavaScript, SQL), working within existing codebases to ship new features.

Projects

Game Developer | "[The New Year's School](#)" (2026)

- Contributed gameplay logic and UI implementation in Godot Engine (GDScript) for an upcoming co-op quiz game releasing on Steam.

Technical Skills

- **Game Engines & Technologies:** Godot Engine (GDScript), Ren'Py Scripting, Python, Git & GitHub (Version Control & Collaborative Development), Steam Publishing/Integration, Interactive Game Logic, Game Development Pipeline.
- **UI/UX & Experience Design:** GUI Customization, Interface Design, Accessibility Features (Closed Captions, Alt Text, High Contrast), Narrative Balancing, Usability Testing.
- **Processes & Methodologies:** Agile Methodologies, Detailed Technical Documentation, Pre-Alpha Build Management.

Languages: English — fluent; daily working language with a US-based team. Portuguese — native. Spanish — intermediate.