

ERIC MONTEIRO

GAMEPLAY SYSTEMS ANALYST | PLAYER EXPERIENCE DESIGNER

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PROFESSIONAL SUMMARY

Gameplay systems analyst and player experience designer with independent testing and feedback involvement dating to 2009. Evaluates gameplay loops, progression, usability, interface clarity, balance, pacing, and quality-of-life opportunities across AAA and independent game environments. Translates player observations into structured player-experience analysis and practical design recommendations that consider player impact, expected behavior, accessibility, retention, and long-term engagement. Brings additional strength in computer repair, hardware/software troubleshooting, customer communication, and team support.

GAMEPLAY SYSTEMS & PLAYER EXPERIENCE

Independent Gameplay Systems Analysis & Player Experience Design | 2009–Present

Beta testing, feedback programs, surveys, community analysis, direct developer communication, and other project-based opportunities

- Evaluate pre-release and evolving game builds and systems for functional defects, usability friction, progression issues, interface clarity, balance, and quality-of-life opportunities.
- Translate findings into actionable design feedback, describing the observed problem, player impact, expected behavior, and a recommended direction for improvement.
- Analyze gameplay loops and player journeys from individual-player and broader player-experience perspectives, including onboarding, pacing, accessibility, retention, and long-term engagement.
- Contributed approximately 30–50 recommendations later reflected in implemented features or quality-of-life improvements across AAA and independent titles.
- Proposed improvements to world traversal, including a travel-system concept associated with a subsequently implemented mechanic.
- Participate through structured surveys, official feedback forums, beta programs, direct developer communication, and other project-based testing arrangements.

Selected testing and feedback participation included titles developed or published by **Bohemia Interactive**, **Digital Extremes**, **Epic Games**, **ZeniMax Studios**, **Electronic Arts**, and **independent studios** through beta programs, surveys, official feedback channels, direct developer communication, and other project-based opportunities.

CORE SKILLS

GAMEPLAY SYSTEMS & PLAYER EXPERIENCE Systems design • gameplay-loop evaluation • systems analysis • player-journey analysis • game UX • usability evaluation • player insights • onboarding and progression analysis • quality-of-life design • feedback synthesis

TESTING & TECHNICAL Design QA • exploratory testing • defect identification and reproduction • build comparison • technical documentation • hardware/software troubleshooting • computer repair

PROFESSIONAL Customer service • team collaboration • employee training • communication • prioritization • safety and operational procedures

TECHNICAL EXPERIENCE

Computer Repair & Technical Support

- Evaluate hardware and software issues, troubleshoot computer problems, and identify practical repair or support paths.
- Communicate technical information to customers in clear language while providing service-focused support.

EDUCATION

Bristol Community College — Fall River, Massachusetts

Currently enrolled • Studies in Game Development and Computer Information Systems

ADDITIONAL PROFESSIONAL EXPERIENCE

Additional experience across restaurant, sanitation, landscaping, and retail environments, demonstrating customer service, teamwork, employee training, safety awareness, reliability, and the ability to work effectively under pressure.