Murilo Almeida

2D Artist

Animator

Project Manager

Personal Information

Date of Birth
13/07/1993

E-mail
muraalmeida@gmail.com

LinkedIn
linkedin.com/in/murilo-b-almeida

Key Skills & Experiences

SaaS B2B StartUp Experience

International Products

Agile and SCRUM

Jira, ClickUp, Miro and Figma

UI/UX Design Basics

Game Art Experience

Aseprite and Photoshop

ToonBoom and Krita

3DSMax and Blender

Unreal, Unity and Game Maker

Profile

With 5+ years of experience in international SaaS products, I'm comfortable with the fast-paced environment of product and project management, as well as the responsibility of the role, with a particular interest in capturing and analyzing data in order to make decisions regarding opportunity and solution validation and prioritization.
As a graduated animator and game artist, I'm looking to merge two aspects of myself by occupying the position of Project Manager, in which I'm sure I can excel at by combining my background and my passions.

Experience

2D Game Artist
RainForest Game Studio (2024 - Present)

• Creation of all visual assets in pixel art style for precision platformer to be released on Xbox via the ID@Xbox program.
• Character, background, prop and UI design from scratch, while accepting team input and feedback.
• Participation in decisions regarding game design and level design.
• Direct collaboration with developer and sound artist to ensure smooth stylistic and mechanical compatibility.
• In-engine level decoration and custom asset placement.

Mid-Level Product Manager
Asksuite (2022 - Present)

• In charge of the integration of Gen AI into existing product, unlocking new levels of performance and user experience, and achieving the company's most successful launch yet in direct sales impact and adoption rate, which helped bring in 40% of the month's NMRR during the launch event alone.
• Context ownership as well as opportunity identification and validation through KPI and ticket monitoring, data analysis with SQL, and more.
• Creation of customer-centric solution hypothesis based on research, benchmarking and validation of ideas using A/B tests, POCs, and more.
• Focus on mitigation of technical, business, value and usability risks.
• Prioritization of backlog tasks and sprint management for company's biggest team, with PM, PD, TL and 7 developers of varying seniority.
• Agile delivery in small chunks, with periodic communication with stakeholders, as well as internal communication of new releases.
• Documentation and communication for release handover to marketing, as well as post-release KPI monitoring to ensure success.
.• Participation in research and validation of opportunities for area's OKRs strategic planning, communicating alongside leadership straight to C-level.

Associate Product Manager / NLP Analyst
Asksuite (2019 - 2022)

• Analysis of messages received by the chatbot to improve metrics such as Accuracy, Precision, Recall and F1-Score
• Creation and maintenance of natural language structures through Google's Dialogflow as well as company-owned platforms
• Creation and maintenance of conversational flow structures via text as well as buttons through company-owned platform
• Identification and validation of improvement opportunities regarding user experience and chatbot performance, as well as chatbot performance dashboard and customization capabilities

Simultaneous Translator
Heineken (2016 - 2018)

• Simultaneous translation of training classes and questions during daily operations between Dutch engineers and Brazilian operators
• English to Portuguese and vice-versa
• Position of great responsibility due to all information and communication depending on the quality of the translation

Murilo Almeida

Courses & Certificates

Product Management
PM3 (2023)
Credentials:
https://www.credential.net/43186
15c-d594-45f6-9bff-0c32f0c8b639

**Artificial Intelligence
Micro-Certification (AIC)™**
Product School (2024)
Credentials:
https://drive.google.com/file/d/1
6Cg0FpXxUUgKUpobDzozsX6yizE
0ynXF/view?usp=sharing

Digital Business Metrics
PM3 (2023)
Credentials:
https://drive.google.com/file/d/1
tRXaA4M9KSe9zWaqFyYzS1Q5Vq
67nHlg/view?usp=sharing

Technical Course in Computer Science

Languages

Native Portuguese

Fluent English

Intermediate Spanish

Education

Bachelor's Degree in Animation
Universidade Federal de Santa Catarina (2019 - 2023)

I graduated in UFSC's Animation course, where I've dedicated much of my studies to production and management concepts, which have culminated in my conclusion research on the application of software project management frameworks such as MoSCoW and RICE on the prioritization of artistic asset production in game development. I've also developed design-related concepts such as composition, color theory, semiotics, illustration, 3D modelling, character animation and more.

Language Exchange Program - English
Eden College (2012 - 2013)

This course in Dublin, Ireland, has given me the opportunity to refine my English even further with native speakers as well as foreigners from all over the world, widening my vocabulary and making my English sound much more natural.

Language Course - English
FISK Language Center (2006 - 2009)

Three and a half years studying English have allowed me to achieve a high level of proficiency in English, written as well as spoken.

Voluntary Work

Door-to-Door Fundraiser
Concern Worldwide (2012 - 2013)

• Raising funds for a poverty relief charity.
• Capture monthly donations via automatic debit on credit card.
During the time I worked while studying in Dublin, I knocked on an average of a hundred doors a day, talking to people about the charity's work and persuading them to make monthly donations. This experience allowed me exercise my English with natives as well as foreigners from all over the world.