Fernando Jin

Product Designer & Creative Leader

Digital products · Games · Applied AI

Belo Horizonte, Brazil · International remote · English fluent

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PROFILE

Designer and game studio founder with a multidisciplinary practice since 2004. Combines product direction, interaction design and visual craft with AI-assisted building. Recent work spans local-commerce journeys, game-informed engagement and human-supervised AI workflows.

SELECTED PRODUCT WORK

DNOS · Product direction and AI workflows

2026–Present · Developed in partnership with DNIA

- Shape a human–AI workspace around clear responsibility, execution progress, approval decisions and deliverables.
- Co-created Harness v2 with DNIA through AI-assisted building, translating product requirements into persistent session state, recovery, controlled tool use and multi-agent coordination.
- Directed DNOS PRO's visual language and product presentation, using workflow demonstrations to explain the experience and its limits.

Boca a Boca · Product and experience design

Pre-launch product

- Design interaction flows, product rules and visual language for local discovery, referrals and rewards, making participant roles and purchase-validation conditions clear.
- Use AI-assisted building to connect referral preparation, wallet, loyalty progress and game-informed offer discovery into a working product experience.

RECENT EXPERIENCE

Founder · Hashira

October 2023–Present

- Founded a studio developing user-generated games for Fortnite.
- Hashira developed GoGarden, published through SypherPK's account; the game surpassed 600 million minutes played by October 2026 (Fortnite.GG).

Founder · CloneAI

2026–Present

- Create customized AI assistants for business workflows through product design and AI-assisted development.

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ADDITIONAL EXPERIENCE

Instructor · Arcode Gaming Academy

January 2025–August 2026

- Delivered instruction in games and design.

Independent 3D projects

Selected work beginning November 2021

- Created voxel assets for brands in The Sandbox and worked on a custom tool for generating thousands of unique playable avatars.

Freelance Product and Graphic Designer and 3D Artist

July 2004–October 2021

- Delivered cross-disciplinary product design, graphic design and 3D art, contributing design guidance and cross-functional problem solving.

Product Designer · Inobi

2008–2010 · São Paulo, Brazil

- Created 3D CAD work for cosmetics and perfume packaging.

CAPABILITIES AND TOOLS

Product and visual design: Product direction, interaction and UX design, visual design, game-informed engagement. Figma, Adobe Photoshop and Adobe Illustrator.

Applied AI and prototyping: ChatGPT/OpenAI, Claude, Claude Code and Hermes/DNOS. Prompt-driven prototyping, custom agent skills, acceptance criteria, behavior review and human-in-the-loop workflows.

Games and 3D: Blender, Unreal Engine, Unreal Editor for Fortnite (UEFN), MagicaVoxel and Substance Painter. AI art direction and character consistency.

Working environment: Visual Studio Code (VS Code), GitHub and Linux for AI-assisted building and collaboration.

EDUCATION

Bachelor’s degree in Design and Product Design · Mackenzie · 2004–2008

PROFESSIONAL DEVELOPMENT

Anthropic Claude Academy · October 2026
Introduction to Model Context Protocol · Claude Code in action

LANGUAGES

Portuguese native · English fluent