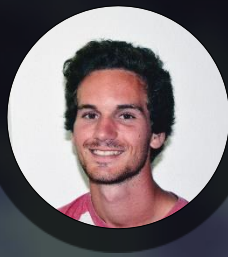


Gonçalo de Jesus

Game Writer › Narrative Designer › Game Developer



Experience



Narrative Designer @ Ground Control Studios

04/2020 → 09/2020 | Internship

For an unreleased Humble Original, designed the narrative and crafted original game writing content. Frequently jumped into the game engine to help prototype narrative and gameplay sequences.

Key Responsibilities:

- Created a compelling and mysterious plot for a puzzle game;
- Wrote story content and game writing elements with a narrative consultant;
- Crafted and maintained an extensive narrative design document.



Scriptwriter @ Dweebs Global

01/2021 → 05/2021 | Freelance

In collaboration with a team of diverse backgrounds, wrote a script for a short film about mental health, highlighting the volunteer-based, free mentorship and therapy services provided by Dweebs Global.



Technical Writer, Software Developer @ Exaud

10/2021 → Present | Full-time

Developed features and mechanics for games and software applications (in desktop and mobile environments) in multiple projects for clients. Worked frequently in cooperation with cross-continental teams from all across the world.

Key Responsibilities:

- Designed, implemented, and documented multiplayer features and gameplay mechanics, in collaboration with global teams;
- Developed gamified experiences and applications;
- Authored detailed technical documentation for internal use;
- Produced and presented project proposals, aligning with client needs and visions, often within technical limitations.



Game Programmer @ Rogue Artists Ensemble

10/2020 → 01/2023 | Contract

Steered the programming component for **Kaidan Project: Alone**, an interactive theatre app, facilitating cross-disciplinary collaboration and providing expertise in technical documentation of features and requirements.

Key Responsibilities:

- Led programming for an interactive theater app, bolstering cross-disciplinary cooperation;
- Developed designer-friendly integration tools, to streamline asset and scene refinement operations;
- Programmed location-based AR events in Little Tokyo, LA to enrich the narrative experience.

Contacts

E-mail

goncalodejesus16@gmail.com

LinkedIn Profile

www.linkedin.com/in/arboresis

Relevant Links

Personal Website

arboresis.github.io/goncalodejesus

Writing Samples | Portfolio

[Portfolio on Website](#)

QR Code for the Website:



Skills

Worldbuilding



Scriptwriting and Dialogue



Branching Narratives



Interactive Storytelling



Environmental Storytelling



Narrative Design



Research



Documentation



Quest Design



Additional Information

Other Experience



Acting Tech Lead @ Exaud

12/2023 → 02/2024 | Full-time

Led a small team during the team leader's parental leave in the development of a Machine Learning R&D proof-of-concept. Effectively guided and empowered the team, resulting in the creation of an exceptionally polished application that surpassed expectations.

Key Achievements:

- ▣ Led a team through the development of a polished proof-of-concept, surpassing client expectations with quality-of-life features;
- ▣ Boosted non-technical team members' pipeline by implementing and refining designer-friendly tools;
- ▣ Earned client trust and commendation for creative vision fidelity and high-quality execution;
- ▣ Greatly accelerated project transition into pre-production phase.



Junior Software Developer @ Exaud

11/2020 → 10/2021 | Full-time

In collaboration with multidisciplinary teams from various continents, aided the adaptation of a previously-physical team-building event into a virtual environment.

Key Responsibilities:

- ▣ Documented and developed multiplayer features and gameplay mechanics;
- ▣ Adapted a physical event into a digital environment, preserving core activities and themes.



UI & UX Developer @ HEI-Lab Universidade Lusófona

11/2019 → 03/2020 | Internship

Developed and contributed to the design of a tablet application for research on emotional recognition levels in alexithymic patients.

Key Responsibilities:

- ▣ Based UX design on extensive research in alexithymic patients' emotional responses in nursing homes;
- ▣ Translated established academic insights into practical design components;
- ▣ Designed user-centered interfaces accounting for very specific target group needs;
- ▣ Applied UI development skills to produce an application with a strong focus on patient comfort.

Education



Bachelor's Degree in Videogames and Multimedia Applications

09/2017 → 06/2020 | Lusófona University of Porto

Grade: Final mean grade of 16 out of 20 (1st class).

- ▣ Scriptwriting and Interactive Narrative: 16 out of 20
- ▣ Game Design I & II: 18 out of 20
- ▣ Interaction Design: 16 out of 20
- ▣ Communication Design: 17 out of 20
- ▣ All Programming courses 16 or above

Language Skills

Portuguese

Fluent (native language)

English

Fluent (C2)

Spanish

Intermediate (B1)

References

More references available upon request

Rui Craveirinha

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Rogue Artists Ensemble

(Project Manager for Kaidan Project: Alone)

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