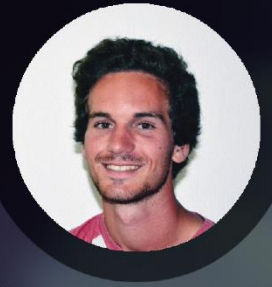


Gonçalo de Jesus

Writer • Game Writer • Narrative Designer



Experience



10/2021 - Present

Technical Writer • Software Developer

Exaud | Learning Design Network, Twenty/Twenty, Google Perception

Technology Used: Unity, C#, Microsoft Office, Google Docs, Unreal Engine 5, Blueprint, Jira

Responsibilities:

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.

- Developed games, applications, and gamified experiences with asynchronous interaction with teams all over the globe;
- Wrote and maintained technical documentation on features and requirements, consulting teammates whenever implementation and use case details were required;
- Composed project proposals and proofs-of-concept for varied leads from clients, integrating and fulfilling their needs and vision.



01/2021 - 05/2021

Scriptwriter

Dweebs Global

Technology Used: Celtx, Google Docs, Microsoft Office

Responsibilities:

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



04/2020 - 09/2020

Narrative Designer • Gameplay Programming Intern

Ground Control Studios

Technology Used: Unity, C#, Google Docs, Microsoft Office, Confluence, Jira

Responsibilities:

For an unreleased Humble Original, designed the narrative, produced original game writing content, and developed gameplay mechanics.

- Designed and wrote original story content, including story beats and multiple game writing elements, in collaboration with an external narrative consultant;
- Wrote and maintained a comprehensive narrative design document, in addition to actively contributing to a puzzle document;
- Programmed, debugged, and refined gameplay mechanics, ensuring a polished and intuitive player experience;
- Created tools to facilitate the customisation of gameplay elements for teammates from other development areas, streamlining the team's fine-tuning workflow.



11/2019 - 03/2020

UX Designer • UI Programming Intern

HEI-Lab Universidade Lusófona

Technology Used: Unity, C#, Adobe Illustrator, InVision

Responsibilities:

Developed and contributed to the design of a tablet application focused on studying responses, behaviours, and emotional recognition levels in alexithymic patients.

- Conducted in-depth research with alexithymic patients in the context of nursing homes, to test responses and emotional recognition, the results of which served as a base for user interaction and experience design decisions;
- Drew insights from established papers, methods, and mindsets, integrating them in collaboration with team leaders;
- Played a pivotal role in crafting a user-focused experience with the unique needs and constraints of the target audience;
- Employed UI programming skills to effectively translate design concepts to a finished application, with a strong focus on patient comfort.

Contacts

Email

goncalodejesus16@gmail.com

LinkedIn Profile

www.linkedin.com/in/arboresis

Relevant Links

Website

arboresis.github.io/goncalodejesus

Writing Samples | Portfolio

[Portfolio on Website](#)

Language Skills

Portuguese

Fluent (native language)

English

Fluent (C2)

Spanish

Intermediate (B1)

Technical Skills

Worldbuilding

Scriptwriting and Dialogue

Branching Narratives

Interactive Storytelling

Environmental Storytelling

Documentation

Narrative Design

Quest Design

Level Design

Technical Design

Additional Information

Other Experience



12/2023 - Present

Acting Tech Lead

Exaud | Google Perception

Technology Used: Unreal Engine 5, Blueprint, C++, Microsoft Planner

Responsibilities:

Led a small team during my superior'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.

- Implemented all required features with refinement, facilitating use by team members outside of technical areas;
- Received acknowledgement from the client regarding the execution's excellence and fidelity to the initially communicated vision;
- Significantly increased and accelerated interest in transitioning to the following phase of the project.

11/2020 - 10/2021

Junior Software Developer

Exaud | Learning Design Network

Technology Used: Unity, C#, Microsoft Office, Google Docs, Assembla

Responsibilities:

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

- Developed gameplay mechanics and multiplayer functionalities, documenting them with technical detailing to ensure clarity during development;
- Helped create, design and adapt a formerly physical event into its digital version, whilst maintaining the themes and activities of the edition.



10/2020 - 01/2023

Game Programmer

Rogue Artists Ensemble | East West Players

Technology Used: Unity, C#, Microsoft Office, Google Docs, Asana

Responsibilities:

Steered the programming component of an interactive theatre app, facilitating cross-disciplinary collaboration and providing expertise in the documentation of features and requirements.

- Championed the programming component of the interactive theatre app, guiding and enabling the work of a small team of programmers from conception to post-release;
- Developed tools for various colleagues in design positions, to facilitate asset integration (sprites, animations, sound and dialogue, among others) and productively increase the efficiency of the refinement workflow within the multidisciplinary team;
- Planned and programmed location-based AR interaction and immersive elements based in Little Tokyo, LA, a vital area in Kaidan Project: Alone's narrative theme.

Project Link: [Kaidan Project: Alone's website](#)

Education



09/2017 - 09/2020

Videogames and Multimedia Applications

Bachelor's Degree @ Lusófona University of Porto

Details:

Finished top of my class at a mean grade of 16 out of 20 (1st class).

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

References

More references available upon request

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(Project Manager @ Kaidan Project: Alone)

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