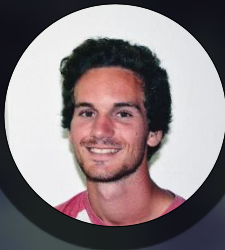# Gonçalo de Jesus

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.

This World of Orange's Trailer

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.

LDN Interactive Showcase Reel

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.

Kaidan Project: Alone's Trailer

Skills

Worldbuilding
◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆

Dialogue and Scriptwriting
◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◇

Branching Narratives
◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◇ ◇

Interactive Storytelling
◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◇

Environmental Storytelling
◆ ◆ ◆ ◆ ◆ ◆ ◆ ◇ ◇ ◇

Narrative Design
◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◇

Research
◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◇

Documentation
◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◆ ◇

Quest/Mission 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 guiding and motivating the team.

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.

LDN Interactive Showcase Reel

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: Top of class, 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

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