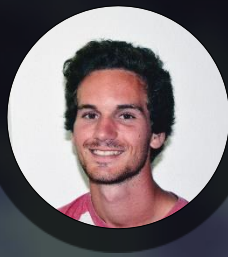


Gonçalo de Jesus

Narrative & Game Designer › Writer › 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.



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](#)



Solo Developer as Arboresis Studio

09/2021 → Present | Solo projects

Developed solo projects of various natures and scopes, to train existing skills and learn new ones.

Key Achievements:

- ✔ Wrote scripts and design documents that I pitched to publishers;
- ✔ Designed and developed [Phased](#) (not yet published);
- ✔ Launched [Ink on Google Play Store](#);
- ✔ Prototyped and wrote story content for [Regents of the Undead Realm](#).

[Writing Samples and Portfolio on my Personal Website](#)

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

◆◆◆◆◆◆◆◆◆◆

Dialogue and Scriptwriting

◆◆◆◆◆◆◆◆◆◆

Branching Narratives

◆◆◆◆◆◆◆◆◆◆

Interactive Storytelling

◆◆◆◆◆◆◆◆◆◆

Environmental Storytelling

◆◆◆◆◆◆◆◆◆◆

Narrative Design

◆◆◆◆◆◆◆◆◆◆

Game Design

◆◆◆◆◆◆◆◆◆◆

Level Design

◆◆◆◆◆◆◆◆◆◆

Quest/Mission Design

◆◆◆◆◆◆◆◆◆◆

Additional Information

Other Experience



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



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.

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

Rui Craveirinha

UX Researcher @ Player Research

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Sean Cawelti

Theater and Opera Director @

Rogue Artists Ensemble

(Project Manager for Kaidan Project: Alone)

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