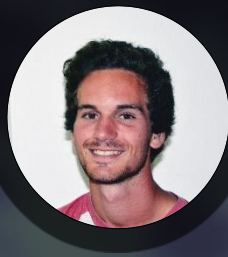


# Gonçalo de Jesus

Narrative & Game Designer › Writer › Game Developer



## Experience



### (Lead) 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, supporting cross-disciplinary cooperation;
- Developed designer-friendly integration tools, streamlining asset and scene refinement operations;
- Programmed location-based AR events in LA, enriching the narrative experience.



### Narrative Designer @ Ground Control Studios

04/2020 → 09/2020 | Internship

For an unreleased Humble Original, designed the narrative and wrote original story content, with frequent in-engine narrative and gameplay sequence prototyping.

#### 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 and puzzle design document.



### Game Designer, Level Designer as Arboresis Studio

09/2021 → Present | Independent development

Independently conceptualized, designed, and developed an diverse of game projects, showcasing my wide skill set and innovative game design sense through a variety of tools and techniques.

#### Key Achievements:

- Designed and developed Phased, an ironically relaxing, reaction-based casual game (pending publication);
- Designed, developed, and launched Ink on Google Play Store, achieving 120 downloads and receiving multiple positive reviews;
- Prototyped and wrote extensive story content for Regents of the Undead Realm, an multiplayer online battle arena game with a strong narrative foundation;
- Wrote and launched An Interdimensional Ode to the Oresis Tree, highlighting my exceptional storytelling and organizational skills.



### Tech Lead (Parental Leave Cover) @ 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.

## Contacts

### E-mail

[goncalodejesus16@gmail.com](mailto:goncalodejesus16@gmail.com)

### LinkedIn Profile

[www.linkedin.com/in/arboresis](https://www.linkedin.com/in/arboresis)

## Relevant Links

### Personal Website

[arboresis.github.io/goncalodejesus](https://arboresis.github.io/goncalodejesus)

### Writing Samples › Portfolio

[Portfolio on Website](#)

### QR Code for the Website:



## Project Summary

Click the project icons to take a look!



Ink

Game Designer · Level Designer



ExaudMeets

Level Designer · Environment Artist



Kaidan Project: Alone

(Lead) Game Programmer



This World of Orange

Narrative Designer



An Interdimensional Ode to the Oresis Tree

Game Writer · Programmer



'The Ball Who Wanted More' (stop-motion short)

Writer · Video Editor



Dweebs Global YouTube channel

Scriptwriter



LDN Interactive

Technical Writer · Unity Developer



Emotional Recognition Research

UI/UX Designer · Unity Developer



VS2020


Motion Graphics Designer

## Experience Summary

- 3 years of writing experience
  - 1 year in creative writing
  - 2 years in technical writing
- 2 years of game and level design experience (independently-led development)
- 5 years of programming experience
  - (C#, C++, visual programming)
- 1 year of team-leading experience (in game programming)

# Additional Information

## Other Experience

 **Technical Writer, Software Developer @ Exaud**  
10/2020 → 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 and across different time zones.

### 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.

 **Scriptwriter @ Dweebs Global**  
01/2021 → 05/2021 | Freelance

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

 **UI & UX Designer @ 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 for very specific target groups.

## Language Skills

**Portuguese**  
Fluent (native language)

**English**  
Fluent (C2)

**Spanish**  
Intermediate (B1)

## Education

 **Bachelor's Degree in Videogames and Multimedia Applications**  
09/2017 → 06/2020 | Lusófona University of Porto

**Grade: Finished top of class, with a 4.1 GPA**

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

## Skills

**Narrative Design**  
◆◆◆◆◆◆◆◆◆◆

**Game Design**  
◆◆◆◆◆◆◆◆◆◆

**Level Design**  
◆◆◆◆◆◆◆◆◆◆

**Technical Design**  
◆◆◆◆◆◆◆◆◆◆

**Creative Problem-solving**  
◆◆◆◆◆◆◆◆◆◆

**Documentation**  
◆◆◆◆◆◆◆◆◆◆

**Greyboxing**  
◆◆◆◆◆◆◆◆◆◆

**Prototyping**  
◆◆◆◆◆◆◆◆◆◆

**In-Engine Knowledge**  
◆◆◆◆◆◆◆◆◆◆

**C#**  
◆◆◆◆◆◆◆◆◆◆

**C/C++**  
◆◆◆◆◆◆◆◆◆◆

**Team Management/People Skills**  
◆◆◆◆◆◆◆◆◆◆

## References

More references available upon request

**Rui Craveirinha**  
UX Researcher @ Player Research

**E-mail**  
[rui@playerresearch.com](mailto:rui@playerresearch.com)

**Sean Cawelti**  
Theater and Opera Director @  
Rogue Artists Ensemble  
(Project Manager for Kaidan Project: Alone)

**E-mail**  
[scawelti@rogueartists.org](mailto:scawelti@rogueartists.org)