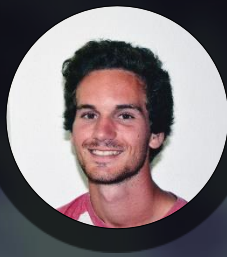


# Gonçalo de Jesus

Narrative & Game Designer › Writer › Game Developer



## Experience



### Lead Game Programmer @ Rogue Artists Ensemble

10/2020 - 01/2023 | Contract

- Led programming for narrative-focused AR game Kaidan Project: Alone;
- Created tools for smoother asset integration by non-technical teammates;
- Programmed LA-based augmented reality events and interactions.



### Technical Narrative Designer @ Ground Control Studios

04/2020 - 09/2020 | Internship

- Developed plot and content for a narrative-oriented puzzle game;
- Co-wrote with guidance from a narrative consultant;
- Created and maintained narrative and puzzle design documents;
- Prototyped in-engine narrative sequences and game mechanics.



### Game Designer, Level Designer as Arboresis Studio

09/2021 - Present | Independent development

- Designed and developed casual mobile games Phased and Ink;
- Prototyped and wrote story content for Regents of the Undead Realm and Uphaven Chronicles;
- Wrote and launched An Interdimensional Ode to the Oresis Tree.



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

12/2023 - 02/2024 | Full-time

- Led a Research and Development team to exceed client expectations;
- Streamlined non-technical team members' pipelines with designer-friendly tools;
- Generated great interest in moving the project into pre-production.



### Technical Writer, Software Developer @ Exaud

10/2020 - Present | Full-time

- Designed and implemented multiplayer features in gamified experiences;
- Authored internal technical and design documentation;
- Presented project proposals within technical specifications.
- Designed a level for an online gamified experience.



### Scriptwriter @ Dweebs Global

01/2021 - 05/2021 | Freelance

- Wrote scripts for mental health awareness videos, promoting Dweebs Global's free mentorship and therapy services.



### UI & UX Designer @ HEI-Lab Universidade Lusófona

11/2019 - 03/2020 | Internship

- Designed UX based on research in emotional responses;
- Translated gathered insights into user-centered interfaces.

## 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)

### Portfolio › Writing Samples

[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



Kaidan Project: Alone

Lead Game Programmer



This World of Orange

Technical 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

## 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

## References

More references available upon request

- André Lopes**  
Head of Exaud Labs @ Exaud  
Relationship: Team Leader in LDN Interactive and ExaudMeets  
**E-mail**  
[andre@exaud.com](mailto:andre@exaud.com)

- Sean Cawelti**  
Theater and Opera Director @ Rogue Artists Ensemble  
Relationship: Project Manager in Kaidan Project: Alone  
**E-mail**  
[scawelti@rogueartists.org](mailto:scawelti@rogueartists.org)

- Rui Craveirinha**  
UX Researcher @ Player Research  
Relationship: Writing Professor at Lusófona University of Porto  
**E-mail**  
[rui@playerresearch.com](mailto:rui@playerresearch.com)

## Skills

- Narrative Design  
◆◆◆◆◆◆◆◆◆◆
- Game Design  
◆◆◆◆◆◆◆◆◆◆
- Level Design  
◆◆◆◆◆◆◆◆◆◆
- Technical Design  
◆◆◆◆◆◆◆◆◆◆
- Documentation  
◆◆◆◆◆◆◆◆◆◆
- Greyboxing  
◆◆◆◆◆◆◆◆◆◆
- Prototyping  
◆◆◆◆◆◆◆◆◆◆
- In-Engine Knowledge  
◆◆◆◆◆◆◆◆◆◆
- Unity  
◆◆◆◆◆◆◆◆◆◆
- C#  
◆◆◆◆◆◆◆◆◆◆
- Unreal Engine  
◆◆◆◆◆◆◆◆◆◆
- C/C++  
◆◆◆◆◆◆◆◆◆◆
- Visual Scripting / Blueprints  
◆◆◆◆◆◆◆◆◆◆

[Full list of skills here](#)