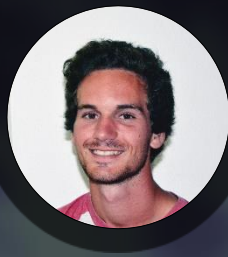


Gonçalo de Jesus

Narrative & Game Designer › Writer › Game Developer



Experience



Game Designer, Level Designer as Arboresis Studio

09/2021 - Present | Independent development

- Designed and launched 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.



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.



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.



(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.



Scriptwriter @ Dweebs Global

01/2021 - 05/2021 | Freelance

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



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.



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

LinkedIn Profile

www.linkedin.com/in/arboresis

Relevant Links

Personal Website

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



Phased

Game 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

- English
Fluent (C2)
- Portuguese
Fluent (native language)
- 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

- Sean Cawelti**
Former Theater and Opera Director @ Rogue Artists Ensemble
Relationship: Project Manager in Kaidan Project: Alone
LinkedIn
<https://www.linkedin.com/in/seancawelti>

- Rui Craveirinha**
Head of Research Craft @ Player Research
Relationship: Writing Professor at Lusófona University of Porto
E-mail
<https://www.linkedin.com/in/rui-craveirinha>

'[...] Now we're both in the game industry, I've followed his steps with gusto. His works and games reveal a mastery of the technical and the human. His writing is sharp, his coding is strong, his thinking is deep. He adds a pinch of poetry and a wallop of soul to everything he does. [...]

Rui Craveirinha

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](#)