Camila Mattos

Game & Narrative Designer

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Vancouver

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EDUCATION

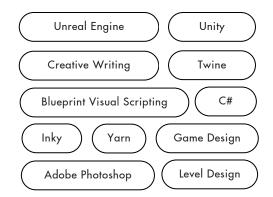
Game Design

Vancouver Film School 2024 - Present

B.A. Cinema & Audiovisual

Fluminense Federal University - UFF 2017 - 2020

SKILLS



LANGUAGES

English - Fluent

Portuguese - Native

Spanish - Intermediary ● ● ○ ○

French - Basic

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GRANTS AND AWARDS

Gamescom Latam, 2025

Finalist for the "Best Game: Brazil" for Deathbound game.

SBGames, 2020

Best Game Award by Technical Jury and Popular Vote for Deathbound game.

1st place - Quarentena Game Jam, 2020

1st place with the game Corona Crush

AKOM Game Jam Plus, 2020

3rd place with the game Charlie's Adventures in the Heart Kingdom

Hacktudo - Gamethon, 2019

3rd place with the game Space Trimino.

CERTIFICATES

Screenwriting Course

Academia Internacional de Cinema, 2020

Game Design Course

Redzero, 2017

ABOUT

A game and narrative designer with a background in film and 6 years of experience in the game industry, with titles released on Steam, Xbox, PS5, and Mobile.

WORK EXPERIENCE

Narrative Designer

MeChat (PlayMe Studio) | 2023-2024

Until last year, I worked as a Narrative Designer at MeChat (PlayMe Studio), a mobile Dating Sim with 15M+ users worldwide.

- Writing scripts under a fast-paced schedule.
- Developing the chapters' synopsis and story structure.
- Integrating the dialogue choices with the monetization system, thinking of ways to make them more appealing for player retention.
- Keeping in touch with marketing to know about the data that was gathered and creating content around that information.

Game & Narrative Designer

Sonatina | 2020-2023

I was a game and narrative designer for an indie RPG named Sonatina, where I was in charge of the following:

- Developing the mechanics and puzzles together with the rest of the design team.
- Creating the worldbuilding, the plot, and the characters' backstories.
- Writing the dialogues and implementing them in Unity with Ink software.
- Doing set dressing for environmental storytelling in Unity.
- Communicating the narrative needs to the other departments.

Game Writer

Deathbound (Trialforge Studio/Tate Multimedia) | 2020-2023

For three years, I worked as a game writer on the souls-like game Deathbound, which was developed in Unreal Engine and released for PC, Xbox, and PS5 in 2024. It is a finalist for Best Game: Brazil in the Gamescom Latam 2025.

- Planning the beats and the development of the plot through the levels.
- Writing scenes, and dialogues, as well as creating characters' backstories.
- Implementing the dialogue.
- \bullet Collaborating with the Level designers to convey the beats and environmental storytelling.
- Helping connect the core mechanics with the overall narrative.

Game & Narrative Designer

Male Doll | 2020-2021

While I was at this company I shipped three dating sim JRPG games on Steam as a game and narrative designer.

- Coordinating the team through the development process.
- Collaborating with the team to define the puzzles and combat system.
- Creating the plot and writing the story.
- Directing the art department through the process of creating the character's concept art.

OTHER GAME PROJECTS

Level Design

The Other Side, 2025 (Puzzle)

Narrative Design

On the Trail, 2021 (Walking Sim)

Narrative Design

Charlie's Adventures in the Heart Kingdom, 2020 (Point & Click)

Level Design Bubble World, 2025

(Platformer)

Game Design Arcade Maniac, 2021

(Infinite Run)

Game Design

Rouge, 2020 (Point & Click, Puzzle)

Level Design Echoes of the Deep, 2025 (Puzzle)

Narrative Design Corona Crush, 2020

(Dating Sim, Visual Novel)

Game Design

Space Trimino, 2019 (Mobile, Puzzle, Casual)