

EDUCATION

Game Design

Vancouver Film School

2024 - Present

B.A. Cinema & Audiovisual

Fluminense Federal University – UFF

2017 - 2020

SKILLS

Unreal Engine

Unity

Creative Writing

Twine

Blueprint Visual Scripting

C#

Inky

Yarn

Game Design

Adobe Photoshop

Level Design

LANGUAGES

English - Fluent



Portuguese - Native



Spanish - Intermediary



French - Basic



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.
- 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)

Level Design

Bubble World, 2025
(Platformer)

Level Design

Echoes of the Deep, 2025
(Puzzle)

Narrative Design

On the Trail, 2021
(Walking Sim)

Game Design

Arcade Maniac, 2021
(Infinite Run)

Narrative Design

Corona Crush, 2020
(Dating Sim, Visual Novel)

Narrative Design

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

Game Design

Rouge, 2020
(Point & Click, Puzzle)

Game Design

Space Trimino, 2019
(Mobile, Puzzle, Casual)