

EDUCATION

Game Design

Vancouver Film School

2024 - 2025

B.A. Cinema & Audiovisual

Fluminense Federal University – UFF

2017 - 2020

SKILLS

Unreal Engine

Unity

Interactive Writing

Game Design

Blueprint Visual Scripting

C#

Inky

Twine

Yarn

Quest Design

Player Progression

LANGUAGES

English - Fluent

Portuguese - Native

Spanish - Intermediary

French - Basic

GRANTS AND AWARDS

- Gamescom Latam, 2025

Finalist for the "Best Game: Brazil" for Deathbound game.
- Vancouver Film School, 2025

Best Team project as a Level Designer for the puzzle game "The Other Side".
- 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.

OTHER GAME PROJECTS

Narrative Design

• On the Trail, 2021 (Walking Sim)

• Corona Crush, 2020 (Dating Sim, Visual Novel)

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

• Rouge, 2020 (Point & Click)

Game Design

• Bubble World, 2025 (Platformer)

• Echoes of the Deep, 2025 (Puzzle)

• Arcade Maniac, 2021 (Infinite Run)

• Space Trimino, 2019 (Mobile, Puzzle, Casual)

ABOUT

Game and narrative designer with **6+ years of experience** in the game industry, specializing in interactive storytelling, quest design, gameplay systems, dialogue, and player progression. Experience across **mobile, PC, and console** games, with titles released on **Steam, Xbox, PS5, and Google Play Store**.

WORK EXPERIENCE

Game Writer

United Tech | 2026-Present

• Write narrative content for Love Eden, a **live-service dating sim mobile game** with **100k+ downloads** on the Google Play Store.

• Write **500+ high-quality dialogue lines per week** for interactive romance stories.

• Develop character-driven dialogue for romantic storylines while maintaining distinct character voices, personalities, and behaviors.

• Write new episodes based on narrative outlines and detailed story briefings.

• Create interactive player choices and branching narrative for both free-to-play and premium content.

• Develop romantic storylines and emotional character progression across episodes.

• Collaborate with narrative designers, incorporating feedback and revisions throughout the writing process.

Game and Level Designer

Neon Punk | 2024-Present

• Directed core design for Neon Punk (a roguelike rail shooter), defining gameplay systems, mechanics, progression, and overall player experience.

• Authored and maintained a **50+ page Game Design Document** covering mechanics, features, system balancing, and technical development requirements.

• Built and **implemented gameplay systems**, core mechanics, and features in **Unity using C#**.

• Collaborated with the development team, receiving feedback, prototyping new features, and polishing gameplay feel.

Narrative Designer

MeChat (PlayMe Studio) | 2023-2024

Developed engaging narratives for a mobile dating simulation game with over **10 million downloads** on the Google Play Store.

• Crafted high-quality scripts with **600+ lines per week (around 8.000 words)**, ensuring timely delivery of compelling content.

• Designed over **30 chapters** and established cohesive story structures to enhance user engagement.

• Successfully integrated dialogue choices with the monetization system, optimizing them for player retention and enhancing revenue streams.

• Collaborated closely with marketing teams to analyze player data, utilizing insights to create targeted content and improve overall player experience.

Game & Narrative Designer

Sonatina | 2020-2023

For 3 years, I was the game and narrative designer for Sonatina, an indie RPG.

• Crafted detailed **worldbuilding for 7 levels** and over **15 character backstories** to create a captivating narrative experience.

• Collaborated with the design team to develop innovative game mechanics and intricate puzzles that enriched gameplay.

• Authored compelling dialogues for 3 levels and seamlessly **implemented them in Unity** using Ink software.

Narrative Designer

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

Served as a narrative designer and writer on the **souls-like action RPG game Deathbound**, a finalist for "Best Game: Brazil" at Gamescom Latam 2025, developed in **Unreal Engine** and released for **PC, Xbox, and PS5** in 2024.

• Implemented dialogue and narrative directly in **Unreal Engine**, ensuring seamless integration with gameplay.

• Wrote **7 character backstories** and the **dialogue for 3 levels**.

• Planned the characters' arcs, as well as the game's plot progression and narrative beats.

• Collaborated closely with Level Designers to reinforce environmental storytelling and align gameplay flow with narrative intent.

Game & Narrative Designer

Male Doll | 2020-2021

Led the narrative and design development of **3 dating-sim JRPG titles** released on **Steam**, guiding a multidisciplinary team to deliver cohesive and engaging player experiences.

• Collaborated with the design team to define puzzle mechanics, combat systems, and overall gameplay flow.