

## EXPERIENCE

### WRITER & NARRATIVE DESIGNER- Cascadia Mod Development Team

Fallout Cascadia (April 2018 - Present) - Fallout 4 Mod for PC, Open-World RPG, Team of 100+

- Co-Lead Writer (June 2018 - September 2019) — managed the a 10+ writing team across five different timezones with tasks and meetings.
- Collaborate on the planning and outlining of the main story.
- Design the narrative for the main quest, with 15 quests and 20+ different possible endings.
- Write and design over ten side quests, each with multiple branched paths, using Google Sheets for dialogue.
- Create arcs and dialogue for five main characters and 50+ minor characters.
- Document quests, characters, and location descriptions on the internal Wiki.
- Edit dialogue from all writers on the team.
- Collaborate with other departments, sharing descriptions of narrative beats.

### WRITER & DESIGNER - Vancouver Film School

Composure (2017) - PC, Unity 5, 3D Point & Click Adventure Game, Team of Three

- Created arcs and dialogue to fit a minimalistic presentation.
- Collaborated on the main storyline, writing four flashback scenes.
- Worked on the placement of all the protagonist's visible thoughts and items.
- Collaborated on the writing of the ending scene.
- Assisted in directing six voice actors, providing backstory and tones for the lines.
- Planned, structured, and modeled the kitchen and the bedroom.
- Wrote lines for items in the kitchen, dining room, and living room.
- Playtested and coordinated QA events, filling bugs as they were found.

Xeno Insignia (2016 - 2017) - PC, Unity 5, Turn-Based 2D Strategy Game, Team of Five

- Wrote dialogue for all four main characters.
- Planned, designed, and implemented the first level and the first half of the second, considering combat mechanics, enemy placements, and various flanking possibilities.
- Collaborated on enemy placement for the first two levels.
- Playtested all levels to try and find bugs to fix.

### WRITER & DESIGNER - Give Me Five Entertainment Group

Chronolink DX (2015 - 2016) - Mobile, Unity 5, Match-Puzzle Game, Team of Nine

- Created tutorials and character introductions for each area.
- Designed over 100 levels, out of 200.
- Planned and designed the difficulty progression.

Past Memories (2012 - 2013) - Mobile, Unity 4, 2D Runner Game, Team of Four

*Featured on the Brazilian App Store*

- Planned, designed, and implemented all eight levels of the game.
- Wrote the game's backstory, including the setting, location, enemies, and items.
- Wrote blog posts and recorded gameplay videos for promotion.
- Created the Press Kit, and distributed it to various outlets.
- Did interviews and talks about the game after release.

## EDUCATION

- Diploma in Game Design, with Honors, 2016 - 2017 - *Vancouver Film School*
- Diploma in Game Design, with Honors, 2009 - 2011 - *Centro Universitário UDF*

## LANGUAGES

Portuguese (Native)  
English (Fluent)  
French (Intermediate)

## SKILLS

Game and Narrative Design  
Dialogue Writing and Editing  
World Building  
Critical Analysis  
Level Whiteboxing to Final

## ENGINES

Unreal Engine 4  
Unity  
Bethesda's Creation Kit  
Twine  
Yarn

## SOFTWARE

Final Draft  
Trello  
Quire  
JIRA  
P4V (Perforce)  
SourceTree  
Google Docs Suite  
Microsoft Office  
Autodesk Maya  
Adobe Photoshop  
Adobe After Effects  
Adobe Premiere