

Camila Mattos

Narrative Designer

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📍 Brazil

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EDUCATION

B.A. Cinema & Audiovisual
Fluminense Federal University – UFF
2017 - 2020

SKILLS



CERTIFICATES

Screenwriting Course
Academia Internacional de Cinema, 2020

Game Design Course
Redzero, 2017

LANGUAGES

English - Fluent ●●●●
Portuguese - Native ●●●●
Spanish - Intermediary ●●○○
French - Basic ●○○○

GRANTS AND AWARDS

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 Charlie's Adventures in the Heart Kingdom

WORK EXPERIENCE

- Narrative Designer**
MeChat (PlayMe Studio) | 2023-Present
Nowadays, I work as a Narrative Designer at MeChat (PlayMe Studio), a mobile Dating Sim with 15M+ users worldwide.
 - Writing the script and developing the chapters' synopsis and story structure.

- Narrative Designer**
Sonatina | 2020-2023
Worked as a Narrative Designer for an RPG named Sonatina performing several tasks, including:
 - Developing the storytelling mechanics with the game design department.
 - Creating the plot, worldbuilding, and character backstories.
 - Writing the dialogues and implementing them in Unity with Ink software.

- Game Writer**
Deathbound | 2020-2023
Worked as a game writer in the narrative team of the souls-like game Deathbound. Highlights included:
 - Planning the beats and the development of the plot through the levels.
 - Writing scenes, and dialogues, as well as creating characters' backstories.

- Narrative Director**
Male Doll | 2020-2021
Narrative Director in three dating sim JRPG projects, where I was in charge of the following:
 - Coordinating the team through the development process.
 - Developing the game mechanics related to the storytelling.
 - Creating the plot and writing the dialogues.
 - Directing the art department through the process of creating the concept arts.

OTHER GAME PROJECTS

- Game Design**
Arcade Maniac, 2021 (Infinite Run)
 - Coordinating the team during development.
 - Creating the game's core mechanics.
- Narrative Design**
Corona Crush, 2020 (Dating Sim, Visual Novel)
 - Planning a game that was both fun and educative about Covid 19.
 - 1st place in the Quarantine Game Jam
- Game Design & UI/UX**
Space Trimino, 2019 (Mobile, Puzzle, Casual)
 - Creating the core mechanics and game progression.
 - Responsible for designing an amicable interface for colorblind people.
 - 2° place in the Hacktudo – Gamethon
- Narrative Design**
Charlie's Adventures in the Heart Kingdom, 2020 (Point & Click)
 - Creating an educative game about mental health.
 - Writing the story and developing the puzzles.
 - 3° place in the AKOM Quarantine Game Jam Plus
- Game & Narrative Design**
Rouge, 2021 (Adventure, Point & Click, Puzzle)
 - Creating the lore and writing the story.
 - Developing the puzzles.
- Game & Narrative Design**
Ka'aguy, 2019 (Mobile, Puzzle, Casual)
 - Writing a story about Brazilian-indigenous folklore with a native consultant.
 - Developing the puzzles.