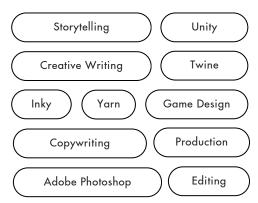
Camila Mattos

Narrative Designer

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

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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. Ó

..... 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.

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Game Writer

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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.
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Ó 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 Brazilianindigenous folklore with a native consultant.

• Developing the puzzles.

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