

# Antoine Lima de Carvalho

Looking for an internship in Narrative Design or Writing

contact@antoine-ramo.com

## Experience

### 2021 - Narrative Design, Writing & Game Design on *Tribe of Dawn*

Worldbuilding, Feature design, Language creation, UI mockups, Documentation.  
Student project / 3 months / Team of 13 / Unreal / Mystical RTS

### 2021 - Narrative Design, Writing, Game Design & Planification on *Rustle*

Dialogue system, ENG/FR Dialogues, Casting & Direction, Level design, Puzzle design.  
Student project / 3 months / Team of 8 / Unreal / Narrative VR sandbox

### 2021 - Narrative Design, Writing & Documentation on *La Dame du Bois*

Historical documentation, Dialogues, Character development, Quest design.  
Student project / 3 months / Team of 6 / Unity / Adventure game in 15th century France

### 2020-2021 - Meticulous creation of *Worldwide Arts Society*

Research, Encyclopedic writing, System design, UI design, Programming, 2D Art.  
Solo project / 8 months / Unity / Encyclopedic incremental game

### 2015-2019 - Bartending in a brazilian restaurant

### 2014-2018 - Creation of the video series *Twicks and Twin Picks*

Experimental video essays about video games, published on the NESBlog.

## Education

### 2020-2022 - Master's Degree in Game Design

Cnam-Enjmin, Angoulême, France

### 2017-2019 - Master's Degree in Literature Studies

Univ. Michel de Montaigne, Bordeaux, France

### 2014-2017 - Bachelor in Literature Studies

Univ. Michel de Montaigne, Bordeaux, France

### 2013-2014 - Professional Qualification in Pottery

Ema-Cnifop, Saint-Amand-en-Puisaye, France

## Languages

### French

Native

### English

Fluent

### Portuguese

Intermediate

### Spanish

Elementary

## Skillset

### Design

#### Creative writing

Documentation & Worldbuilding  
Character development  
Dialogues & Barks

#### Narrative design

Systems & Branching narrations  
Environmental storytelling  
Dramaturgy & Ludonarration

#### 2D/3D Level design

Scenography & Architecture

#### Conceptualization

Diagrams & Detailed sheets

#### Communication

Mockups, maps & diagrams

### Technical

#### Development

Unity, C# (Advanced)  
Unreal, Perforce, GitHub, GitLab (Basic)  
JavaScript, CSS, HTML (Intermediate)

#### Production & Communication

Office suite, Miro (Advanced)  
Jira, Trello, Notion, Draw.io (Intermediate)

#### Narrative design

Articy, Twine, yED, Scrivener (Basic)

#### Art & Visual design

Photoshop, Affinity, traditional drawing (Advanced)  
Blender (Intermediate)

#### Audiovisual creation

Premiere, Audacity (Advanced)  
Reaper, After Effects, recording (Basic)