

# Leonardo Andrade

Game Writer and Narrative Designer

Londrina, Paraná State, Brazil  
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## PROFESSIONAL SUMMARY

I am a game writer and narrative designer with a lot of tabletop RPG work under my belt. I excel at worldbuilding and choice-based narrative, and I love the iterative process of taking feedback and refining the product in waves. I am also a tabletop RPG translator and have plenty of experience collaborating with teams using tools such as Milanote, Trello, and the Google Suite.

## EXPERIENCE

### Game Writer, Narrative Designer, Translator —Freelancer/Independent

March 2020 - Current

- **Interactive fiction (Twine) and Branching Dialogue.** One finished folk horror IF called BEWITCHED (see portfolio). One Unity-based branching dialogue (see portfolio).
- **Tabletop RPG content** (adventures, campaign settings, original games, character classes) featured in successful products such as the Omen Born background for Injuries & Vile Deeds, several pieces for Icarus Games' SIDEQUEST Magazine, and an official Stillfleet miniventure for patrons and Kickstarter backers.
- **Tabletop RPG translation (English <> Brazilian Portuguese).** Projects include the Stillfleet Quickstart, Fake Chess, and Velouria.
- **Worldbuilding** for two unannounced projects (sci-fantasy TTRPG, dieselpunk FPS): story bible and historical timelines.

### Content Writer, Game Writer —Make A Skill Check Website

March 2021 - June 2024

- I wrote Dungeons & Dragons 5e articles teaching game masters how to think like game designers to improve their campaigns and going over practical tips for GMs and players alike.
- I designed, wrote, and did graphic design for playable 5e content.
- I wrote and edited sales copy for Make A Skill Check shop products.

## PORTFOLIO

To view my work samples, visit my narrative design portfolio on my website:

<https://leoandradewriter.com/videogame-narrative-design/>.

## EDUCATION

**Londrina State University, Londrina (Brazil)**

*Journalism Bachelor's Degree 2016-2019*

**International Cinema Academy, São Paulo (Brazil)**

*Non-Academic Program for Screenwriting 2015*

## SKILLS

- Narrative Design
- Quest Design
- Worldbuilding
- Screenwriting
- Interactive Fiction
- Constructive Feedback
- Time Management
- Teamwork
- Flash Fiction

## TOOLS

- Articy Draft
- Twine
- Celtx
- Pixelcrushers Dialogue System for Unity
- Milanote
- Trello
- Google Sheets and Docs
- Libre Office
- Affinity Publisher

## COURSES

Introduction to Narrative Design for Video Games - Domestika

Game Design Foundations: 1 Ideas, Core Loops, and Goals - LinkedIn

Game Design Foundations: 2 Systems, Chance, and Strategy - LinkedIn

Game Design Foundations: 3 Pitch, Propose, and Practice - LinkedIn

Game Translation: theory and practice of videogame localization (workshop) - Pretexto

## LANGUAGES

English (bilingual)  
Brazilian Portuguese (native)