

Leonardo Andrade

Game Writer and Narrative Designer

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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 have worked with teams of various sizes on successfully crowdfunded projects and webstore bestsellers, and I 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 and Branching Dialogue.** Complete interactive fiction (Twine), NPC dialogue trees (Twine using D&D 5e rules for skill checks, and one made with Articy and implemented in Unity with Pixelcrushers).
- **Tabletop RPGs (adventures, campaign settings, original games, and more).** I've been a contributing writer to the crowdfunding successes *The Kingdom of Keshanar* (325k raised in the first 9 days), *Tome of Intangible Treasures* (82k), *Injuries & Vile Deeds* (53.5k), and a stretchgoal adventure for the *Stillfleet Core Rulebook* (42k). My writing is also featured in several issues of *SIDEQUEST Magazine* and the gazetteer *Captain N'ghathrod's Tall Tales of Distant Stars*, both metal bestsellers on the DM's Guild and DriveThru RPG.
- **Translation.** I have translated the TTRPGs *Fake Chess* and *Stillfleet Quickstart* from English to Brazilian Portuguese, and *Velouria*, *Journey in Search of the Unknown*, and *I am A Little Bit Beyond the Horizon* from Brazilian Portuguese to English.

Content Writer, Game Writer—Make A Skill Check Website

March 2021 - June 2024

- I wrote articles teaching game masters to think like game designers to improve their campaigns and giving practical D&D 5e tips.
- I designed, wrote, and did graphic design for playable 5e modules.
- 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 – Domesticika

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)