

Marcelo Almeida

Writer & Narrative Designer

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Narrative Design

Aspire: Ina's Tale [Xbox One, X|S, Switch, PS4, PC] – Wondernaut Studio

A story-rich fantasy/sci-fi platformer that poses the question: what would happen to the damsel in distress if her rescuer failed and she had to fend for herself?

My role: Writer and Narrative Designer

- Worked through the entire development cycle, from conception to shipping
- Developed the lore and characters, established the theme and tone, then developed the plot, fine-tuning it after each iteration
- Worked with the art and game design teams to build the story's main themes and beats into the game
- Wrote all of the dialogues and in-game text (using Ink)
- Wrote and maintained the Localization Guide
- Created the achievements' list

Wonderbox: The Adventure Maker [Apple Arcade] – Aquiris

An Apple Arcade featured game, Wonderbox is an action-adventure maker where you can create, play, and share endless adventures.

My role: Creative Writer

- Helped created and wrote the description of new characters for players to collect
- Followed and maintained the game's established lore and tone

The Serpent Rogue [Xbox X|S, PS5, Switch, PC] – Sengi Games

A botanical RPG set in a Dark Ages-style fantasy world, with a heavy focus on taming creatures, experimenting with mutations, and mastering the art of alchemy.

My role: Writer and Narrative Designer

- Fleshed out the world and characters, according to the established theme and tone
- Wrote lore tomes, item and food descriptions, bestiary entries, main and side quests
- Worked with the game design team to implement the quests and overall game flow
- Wrote all of the dialogues and in-game text (using google docs)
- Worked with localization teams to iron out any issues and last-minute amendments
- Created the achievements' list

The Walking Dead: Destinies [Xbox X|S, PS5, Switch, PC] – Flux Games

An action-adventure retelling of The Walking Dead show, but where players can make their own decisions about characters and events, thus changing the course of the first four seasons.

My role: Additional Narrative Designer

- I worked on the pre-production and early production stages of development

- Wrote the initial plot and chapter outlines, defining a number of key moments that could be changed and their consequences for the overall story
- Developed the early choice tree, using a “branch & bottleneck” approach
- Defined an early list of characters from the show, defining key moments and end states
- Wrote cutscenes and character dialogue for the first two chapters (using Final Draft and Articy:Draft)
- Held talks to the publisher and AMC, bridging the gap between stakeholder expectations and team’s output

Murder by Choice [Mobile] – Nordcurrent

A hidden object murder mystery adventure set in the present day where players’ choices shape how the story unfolds.

My role: Senior Writer

- Wrote and revised episode scripts for Chapter 2
- Helped the game design team by integrating narrative and design
- Coordinated a writers’ room, ensuring a positive, collaborative environment
- Promoted new writers and guided them to delivering scripts
- Helped maintain script quality and voice integrity with each script

Sportia [2026 – Early Access, PC] – Hermit Crab Game Studio

An arcade-style, family-friendly game where players from all over the world can engage in a number of sports-based games and activities with a diverse cast of characters, from surfing sharks to cyborg crossfitters all the way to volleyball-playing zombies.

My role: Writer and Narrative Designer

- Established the tone, and developed the lore and in-game universe
- Wrote 20+ character profiles
- Developed and wrote the overall campaign story flow and dialogue
- Wrote cutscenes along the art and sound design teams

Wardens Rising [2026 – Xbox X|S, PS5, Switch, PC] – Big Moxi Games

An isometric game that combines ARPG shooter combat with MOBA-like base defense, pitting the player against interdimensional invaders to defend a far-future Earth.

My role: Writer and Narrative Designer

- Fleshed out the lore and universe, according to pre-established theme and tone
- Wrote character profiles, skill and item names and descriptions, enemy names and profiles, map names and descriptions
- Developed and wrote overall campaign story flow and dialogue for voiceover
- Wrote cutscenes along the art and sound design teams

Detective Sklue: Blue Bayou Blues [Web] – Personal Project

An interactive fiction, dark humor investigation game featuring a colorful, quirky cast, branching dialogues and several choices along the way. Can you find out who killed "Fast Finger Phil"?

My role: Writer and Narrative Designer

- Co-creator, game designer, narrative designer and writer
- Created the lore, characters, and plot
- Wrote the game's interactive, branching investigation (using Ink)
- Worked alongside every aspect of production (programming, art, music, UX/UI) to make sure the game's narrative was being told in a seamless, intrinsically funny fashion
- You should definitely play it (for free!) at: <https://meanmuttstudio.itch.io/detective-sklue-blue-bayou-blues>

Screenwriting

Bubu Fun [animation] – Up! Content Co.

An animated show based on the *Bubu and the Little Owls* property, by Disney Jr., with 1-minute long episodes aimed at older kids/early teens. You can watch the full season on YouTube, at: youtube.com/channel/UCB6uGil4HZqIkXOSriirJ_Q

My role: Senior Writer

- Adapted the *Bubu and the Little Owls* property into a new format
- Co-wrote the entire first season (13 episodes)

Starlit Adventures [animation] – Rockhead Studios/Sardine

An animated show based on the homonymous Brazilian game IP, by Rockhead Studio. The show features 11-minute long episodes, and was later acquired by Sardine (Canada) for co-development. The teaser is available at: <https://www.youtube.com/watch?v=ct2M7zO9tFw>

My role: Staff writer

- Helped flesh out the world and characters from the game to the show
- Developed and wrote 5 episodes (from logline to finished script)

Awards & Nominations

IV FRAPA (Screenwriting Festival) — Original pilot [finalist]; Pitching contest [winner]

BIG Festival 2022 – *Aspire: Ina's Tale*: Best Brazilian Game, Best Art, Best Narrative [finalist]

CCXP Awards 2022 — *Aspire: Ina's Tale*: Best Brazilian Game [finalist]

BitBang 2022 — *Aspire: Ina's Tale*: Best Art, Best Audio, Best Latin American Game [finalist]