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# Izadora Lima

GAME & NARRATIVE  
DESIGNER

## WHO AM I?

I'm Izadora! A **Senior Game and Narrative Designer**, focused on **creative content, hands-on narrative and character design**. With a bachelor's degree in Game Design and a professional course in Ludologic Narrative, my role consists of designing content, quests, narrative and its resources for games and other interactive media. I'm also a musician and cosplayer in my spare time.

## PROFICIENCIES

- Agile Methodologies;
- Google Sheets, Firebase/Analytics;
- Unreal 3D, Blueprint Design and GAS;
- Unity 2D/3D;
- Scripted Narrative & Creative Writing;
- Dialogue and Quest Design;
- IP Management/Directing;
- Worldbuilding.

## RELEVANT EXPERIENCES

### Quest Designer II

Epic Games | January 2025 - Current



- Quest Designer for Fortnite Battle Royale ecosystem.

### Senior Game Designer

Playgig | April 2024 - Dec. 2024



- Character design, gameplay design and narrative design for a crossplatform MOBA.

### Content & Narrative Designer

Fortis (California, US) | 2023 - 2024 (Contract)

- Worldbuilding, character lore, story conception and overall IP construction, dialog writing & scripting.
- Narrative resources' feature descriptions.

### Game Designer II

Wildlife Studios (São Paulo, BR) | 2019 - 2023



- Narrative, Level, Gameplay and Character Design, Writing, UX and Concept for Mobile Games:
- **Tennis Clash** - #5 Top Download Sports Game in +5 countries.
- **Sniper 3D** - Successful mobile FPS.
- **ZOOBA: Zoo Battle Arena** - Successful MOBA.
- **Suspects** - Viral Social Deduction Game.

### Creative Writer & Scriptwriter

Aster (São Paulo, BR) | 2019 - 2021

- Writing adventures, expansions and articles for tabletop RPGs under Aster Editor.

## EDUCATION, MERITS & LANGUAGES

### Bachelor's Degree

- PUC-SP (2016-2018) Game Design

- PORTUGUESE: Native
- ENGLISH: Fluent
- JAPANESE: Intermediate
- KOREAN: Beginner

- Concluded "Ludologic Narrative" - Game Narrative Design course by the renowned Flávia Gasi;
- Speech/Talk: "Interweaving Mechanics and Narrative - with Magic: The Gathering!" for WGJ 2019;
- Nominated as a "Brazilian Rising Star" in the Tech Industry (Globant Awards, 2020);
- GAMESCOM Latam Speaker "Narrative Design - Different Ways of Telling Stories", (2024).

