

# Gabriel Macaraeg

## *Narrative Designer and Game Writer*

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### SUMMARY:

An individual experienced in many forms of writing (such as scriptwriting and game narrative design) and well-versed in art and illustrations. Ready to use experience and education to convey thoughts and ideas (including other peers' thoughts and ideas) in an effective manner, fix any narrative issues in order to connect everyone's work better, and help the team create a successful end product.

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### SKILLS:

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|------------------------|----------------------|----------|
| • Microsoft Word       | • Adobe Photoshop    | • Twine  |
| • Microsoft Excel      | • Adobe Illustrator  | • Trello |
| • Microsoft Powerpoint | • Adobe Premiere Pro | • Miro   |
| • Google Drive         | • Adobe InDesign     |          |
| • Google Docs          | • Unreal Engine 4/5  |          |
| • Google Sheets        | • GitHub             |          |
| • Google Slides        | • RPG Maker          |          |
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### EDUCATION:

University of Silicon Valley

2020-2023

#### **Bachelors of Arts**

*Concentration: Game Design and Game Writing*

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### Projects either/or School-Based Project:

*Hexacution*

2023

#### **Lead Writer, Level Designer, UI Artist**

- Led the writing team, which consisted of 4 other writers.
- Delegated writing tasks and contributed to them.
  - Writing tasks go as follows: Game Design Document, Story and Lore Document, Slides related to game mechanics, and bark lines.
- Created a total of 10 in-game levels, and set up enemy spawners in each.
- Designed the UI for the vending machine (the in-game upgrade system), and the "Game-Over screen."

*From the Jade Vine*

2023

#### **Narrative Designer, Writer, Artist, Game Designer**

- Produced a 30-minute game using RPG Maker MV.
- Wrote Game Design and Story/Mission Overview documents.
- Sketched and digitally drew all the character busts.

*Global Game Jam: "Root Seed Rising"*

2023

#### **Writer, Artist, Graphic Designer, Website Manager**

- Sketched and drew all the character designs, environments, and UI.
- Created the website for the game.
- Helped write and brainstorm the game's story.

**Writer**

- Developed 8 racing teams, each with 3 racers, which equals 24 unique characters.
  - Wrote backstories, general descriptions, and personalities of each racer.
  - Wrote 3 sample dialogues for each racer, which equals 74 dialogue lines.
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**WORK EXPERIENCE:**

University of Silicon Valley

2023-2024

**Student Worker Administrative**

- Assisted in scheduling tutoring sessions
- Prepared Student Services events and created flyers for said events.
- Monitored bulletin boards and postings around campus
- Answered phone calls and helped every caller with their concerns and issues

Game Developers Conference

2023

**Conference Associate**

- Helped guest speakers prepare their presentations.
  - Monitored the conference sessions, while checking for badges.
  - Answered attendees' questions and guided them through the conference building.
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**Awards or Hobbies:**

- Received the President's Honor Roll every semester at the University of Silicon Valley
- University of Silicon Valley Dragon Scholarship for high academic achievement