

José Bruno T. de S. Malta

Born in 1997 - Brasil. Rio de Janeiro, RJ.

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CAPACITIES

- **Author of two Dictionaries-Glossaries of an RPG setting**

Translation from English to Portuguese. Check the products out cost-free in the official game store below:

(<https://www.storytellersvault.com/product/240653/Dicionario-das-Trevas--edicao-Vampiro-a-Mascara>)

(<https://www.storytellersvault.com/product/305038/Dicionario-das-Trevas--edicao-Aparicao-o-Esquecimento>)

- **Professional RPG books Translator**

Hired for translation on English to Portuguese. Specifically the Portuguese versions of 'Wolfmancer' and the 'The Black Hand: Playing the Sabbat':
(<https://www.storytellersvault.com/product/253415/Lubismante>) (<https://www.storytellersvault.com/product/385327/The-Black-Hand-Playing-the-Sabbat?term=black+hand>)

- **Fluent in English language**

Learned through language courses, direct contact with Anglophone cultures, travels and constant study. As well as research and daily reading in the language, giving it a natural approach.

- **Professional Digital and Traditional Artist**

For some taste of it take a look at my site and *Instagram* through the links: (<https://zebmalta.wixsite.com/my-site>), (https://www.instagram.com/zebmalta_bruno/)

EXPERIENCE

- **Worked in the Rising, Digital Entertainment company**

-Acted in **Game Designer, Character Concept Artist** and **QA Tester** positions, from 2016 to 2022.

-Brazilian company of videogame developers.

- **Working in the RPG developer Lostlorn Games company, headed by Mark Rein•Hagen**

-Acting as an Artist, Writer and Game Designer since 2021.

- **Working in the RPG developer Orders of Resistance company, headed by Seth Nason**

-Acting as an Artist and Writer since 2022.

- **Developing indie videogames in the GDP college initiative**

Alongside students, graduates and professionals, we periodically make free games with different group, since 2023. I have functioned as Game Designer and Narrative Writer in the different dev teams. Find the trailer and link for one of the games here: (<https://www.youtube.com/watch?v=SFgcmtiP1uM>)

- **Scholarship Holder from PROFAEX 2021 through the Extension Course: *Games Inteligentes***

A period of eight months, with weekly group meetings under a coordinator, to make 'heuristic' games in collaboration with children from public education.

- **Participant in the Support Staff of the 6th Seminary of D. João VI Museum/ 5th Colloquium of 19th Century Brazilian Art Studies**

Realized during the days 12, 13 and 14 of July in 2016.

EDUCATION

- **Complete Basic Scholar Formation**

By the Sagrado Coração de Maria School in Rio de Janeiro.

- **Bachelor Degree in Painting by the Escola de Belas Artes (Academy of Fine Arts) of the Universidade Federal do RJ**

Initiated in the second half of 2016, finished in 2023. Obtaining the most diverse learning of pictorial and academic plastic art, going from acrylic to tempera and oil paint, digital illustration, as well as many theory subjects.

- **Complete Regular Course in English by 'Inglês Oxford'**

As well as self-made learning through many English media since childhood..

- **Formation in Graphic Design by the S.O.S Educação Profissional course**

Learned usage of Photoshop e Corel Draw. Also uses Microsoft Word and Pixlr (and other image editors) daily.

- **Complete Game Designer Formation by Pix Studios**

Studied and developed videogames and its many genres. Using engines such as Unreal Engine 4, Construct 2 and RPG Maker.

- **Student of the late Master Artist Lydio Bandeira de Mello**

Learning through three years under his tutelage, in a live model course given in his studio.

- **Attained 6th Kyu (degree) in Kenjutsu by the Instituto Niten**

Ex-student in the martial art of the sword and the path of Bushido under the teachings of Jorge Kishikawa Sensei over two and a half years.