

Cover Letter - Manoel Bacal

Hello to whom it may concern,

My name is Manoel Bacal. I have been working professionally in the audiovisual industry since 2021. I began my studies in Digital Games at PUC-SP in 2020, and even during the pandemic, I remained focused and committed to my education, graduating with honors in 2023.

My first job in the field was assisting in data collection and interviews for the Games Brasil research project, the largest study related to the gaming market in Brazil. This position was offered to me by Professor Ivelise Fortim from PUC-SP, co-founder and partner at Homo Ludens.

That same year, I teamed up with fellow students to found the “CA 27 de Julho” (known at the time as TECA), the student union for the exact sciences and technology courses at PUC-SP. Our clear goal was to bring more tech-related events to the university. I served as president for one year, during which we organized several events, including two Game Jams (popular events in the global digital games community), academic weeks with guest speakers from the games industry — such as Dragon Roll Studios and Mad Mimic — among other academic initiatives.

In 2023, I independently formed a partnership with Grassetti Art Inc. to organize an event featuring Rafael Grassetti — a Brazilian art director known for *God of War* (2018) and *God of War: Ragnarok*, formerly of Santa Monica Studio and currently Art Director at Naughty Dog (famous for *The Last of Us* and the *Uncharted* franchise). The event took place at Teatro Gazeta, on Avenida Paulista, and reached full capacity with 700 attendees over two days in October.

That same year, I founded my first game studio, Woodwork Games Studio, in collaboration with several university peers. The studio was created to bring our capstone projects into the professional market. In partnership with QuByte Interactive, Brazil’s leading game publishing and porting company, we are set to release our game *Hands of Timber* in 2025 for PC, Xbox, PlayStation, and Switch.

In September 2023, I received an opportunity to join Paris Filmes, thanks to a strong connection with my professor, Vicente Mastrocola, who introduced me to the company’s post-production team. Under the supervision of Fabian Gamarra, Carolina Reichel, and Filipe Toniolli, I worked in the delivery department for nearly two years, where I was responsible not only for trailer releases and localization but

also for creating promotional materials for the marketing team and producing reels for both internal and external use (including at events).

I am passionate about continuing in the audiovisual industry, seeking opportunities in both gaming and film, improving my technical skills, and allowing my creativity to flourish through editing, screenwriting, and other upcoming opportunities. I offer strong organizational and administrative skills, particularly in events, project development, and general negotiations, along with my creativity and ability to tell stories through audiovisual media.

Thank you very much for your attention, and I hope my résumé is of interest.
Sincerely,

Manoel Bacal