

teresa
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JOÃO CANELO

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JOÃO CANELO

Screenwriter

TRAINING

2012 | Cinemateca Portuguesa, ANIM (National Archive of Moving Images Technical Center) – Internship in Cataloging of cinematographic material, Research on museological articles, Assistant in organizing the Temporary Exhibition: “Pathé: The First Cinema Empire,” Writing of the introductory text for the Temporary Exhibition: “Pathé: The First Cinema Empire,” Participation in and creation of stories for a Magic Lantern session.

2005-2008 | Escola Superior de Teatro e Cinema – Bachelor's Degree in Screenwriting

2002-2005 | APEE Escola Secundária da Portela – Studies in the Fourth Educational Group, Humanities

FILM/SCREENWRITING

2024 | O Império dos Homens Bons – Historical TV Series with 6 episodes – Scriptdoctoring – Freelance

2024 | O Amolador – Short film – Screenwriting, winner of the Short/Age – Novos Argumentos competition and currently seeking production

2022-2024 | Tudo é Paisagem – Feature film – Screenwriting, development of treatment, co-authored characters – David & Golias

2023 | A Missão – Feature film – Screenwriting, development of treatment, co-authored characters. Adaptation of Ferreira de Castro’s work – David & Golias

2023 | A Travessia – Historical TV Series of 6 episodes – Treatment, development, and co-authored screenwriting – David & Golias

2022 | A Porta/Oliveiras/Arcas/A Santa - Short films – Screenwriting and project development – For competitions and funding

2021-2022 | Ema – 6-episode TV Series – Screenwriting, development of treatment, co-authored characters – Stopline

2020-2021 | Guarda – 8-episode TV Series – Screenwriting, development of treatment, co-authored characters – Ukbar Filmes

FILM/PRODUCTION

2020 | Calor – Short film – Production, soundtrack, project development – MastigaOssos

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VIDEO GAMES/TEACHING

2024-Present | ETIC Algarve - Video Games Course - Top Up Year. Professor in the Curricular Unit Narrative Design & Integration/Beta Arcade/Games Project, Supervising student projects

2019-Present | ETIC - Animation and Video Games BTEC HND. Professor in the Curricular Unit Game Design, Supervising student projects, Master Class - Press Releases/Game Design/Narrative Design/Project Development

VIDEO GAMES/NARRATIVE DESIGN

2020 | Team Njinga - Research, development, and narrative design of the project "Njinga: The Diplomat Warrior". Including: Script, Characters, Side Missions.

VIDEO GAMES/CONSULTING

Summer Camp (Universidade Lusófona) - Supervision of Game Design and Narrative Design in projects: Helena, by Rio Studios/Lousã; My Father Once Told Me, by Rio Studios; Grandma's Recipes, by Butter Games Studio; Bento: A Grandpa's Tale, by Vaca Brava Studios; Sophia and the Girl in the Past, by Perpétuos Games.

VIDEO GAMES/CRITIQUE

2018-Presente | Echo Boomer – Video game and hardware critic

2015-2024 | GLITCH EFFECT – Co-founder, Writing opinion articles and reviews. Participation in the weekly podcast, Online Coordinator

2019-2022 | Gamereactor PT - Writing and translating news for the website. Organizing and selecting content. Replacing during vacations.

2015-2016 | BGamer/GameOver (GOODY S.A.) - Creation of articles and journalistic pieces, online coordinator of the websites, responsible for maintaining BGamer's Facebook page, which had more than 50 thousand followers.

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