

Gabriel Gastaldo

EDITORIAL DESIGNER · BOOK LAYOUT · WRITING

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Editorial designer experienced in books, magazines, and tabletop RPG publications for print and digital distribution. I work from visual-system application through final production, combining typographic hierarchy, content organization, and close attention to detail. With a degree in Portuguese and English Language and Literature, I also bring writing, editing, and proofreading skills.

Core skills

Adobe InDesign	Book layout	Editorial design systems	Typography and styles
Tables and complex content	Print and digital production	Writing and editing	Portuguese and English

Relevant experience

Editorial Designer · Aithos Editora

Jul 2025 — Aug 2026

- Designed the Brazilian editions of Castles & Crusades and The Fantasy Trip: In the Labyrinth.
- Organized rules, tables, references, and illustrations into visual systems consistent across multiple volumes.
- Implemented revision rounds and prepared final files for print and digital publication.

Founder, Content Manager & Editorial Designer · Runarcana

Nov 2019 — Present

- Created the visual system and print-ready layout for the Runarcana rulebook using Adobe InDesign.
- Coordinate an international volunteer team and organize content for a long-running tabletop RPG publishing project.
- Designed chapters, tables, sections, and graphic elements that make dense rules easier to read and navigate.

Independent Designer, Layout Artist & Writer · Azoth Design Concept / independent projects

Nov 2008 — Present

- Editorial and graphic design, writing, proofreading, translation, and content production for print and digital projects.
- Created layouts and visual systems focused on clarity, function, and consistency.

Selected editorial projects

Castles & Crusades — Brazilian editions of the three core books; print and digital.

The Fantasy Trip: In the Labyrinth — Brazilian edition; print and digital.

Runarcana — tabletop RPG rulebook; visual system and layout in Adobe InDesign.

D20 Saga — RPG magazine; visual-system creation and layout through issue 11.

GUNGNIR #01 — bilingual independent publication; visual system and digital layout.

Writing and content experience

Writer · Xtreme League

Jun 2016 — Aug 2017

- Articles on games, esports, and pop culture.

Editor & Reporter · Playerlink

Aug 2016 — Feb 2017

- News reports and articles covering League of Legends, competitive gaming, and events.

Education and publication

BA-equivalent Teaching Degree in Portuguese and English Language and Literature

Faculdade Don Domênico · 2010–2014

Specialization in Psychology of Literature

Faculdade Don Domênico · 2011

Guia Prático de Google · author · Digerati Books, 2005

Languages

Native Portuguese · Fluent English