



## CONTACT ME AT



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github.com/LucasXChagas

## SKILLS SUMMARY

- Illustrator and Photoshop
- Office package
- Blender, Maya
- Scrum
- MySQL, PostgreSQL, Oracle
- C#
- C++
- HTML, CSS, JS
- PHP(Laravel)
- Java
- Python
- Bootstrap
- React Native/Typescript
- Unity
- Photon PUN
- Unreal Engine 4
- UI / UX
- Git, Github, Gitlab
- Docker

# LUCAS X. C.

## GAME DEVELOPER

### PERSONAL PROFILE

As I have always been passionate about technology, today I am graduating in Information Systems at CESMAC.

I'm a person in constant evolution, I'm easy to learn and I'm a teamplayer, always prepared to help my colleagues and create good relations at work.

### EDUCATIONAL HISTORY

#### Centro Universitário CESMAC

Information Systems - bachelor degree | 2018 - Current

- Web and mobile programming, databases, game development, administration, requirements gathering, code versioning, etc.

#### Mentorama

Profession Game Developer | 2021 - Present

- Concepts related to game development, such as the main development engines Unity and Unreal Engine. C# and C++ languages for games, 3D modeling, etc.

#### Learn Unity Pro

Aprenda Unity Pro | 2021 - Present

- Unity itself, from 2D to 3D, for different platforms, PC, console, mobile, etc, varied game development concepts, shaders, post processing, and others.

### WORK EXPERIENCE

#### Trainee Web Developer

Defesa Civil Maceió | May/2020 - Oct/2021

- Responsible for the development of the Defesa Civil system, using the Laravel framework(PHP), HTML, CSS, Js and Bootstrap.

#### Game Developer - Research project

Centro Universitário CESMAC | Aug/2020 - Jul/2021

- Responsible for developing a pandemic simulator, using COVID-19 as a reference.

#### Unity Junior Programmer

S2P Edu | Nov/2021 - Present

- I contribute to the development of simulators for professional practice, with the aim of replacing practical activity in distance learning.