

## Education

### Tech Bachelor: Digital Games IBMR

Jan 2019 – Dec 2021

Rio de Janeiro, Brazil

## Skills

- C#, C++, Python, HTML/CSS
- Unity 3D, Unreal 4, Godot Engine, VS Code, Photoshop, Microsoft Office
- High Concept, Pitch, Concept, Level Design, Narrative Design, Prototyping, Production
- Project management and documentation

## Languages

**Portuguese** (Native)

**English** (Bilingual Proficiency)

## Projects

### Games

Itch.io profile with some games I worked on.

### Github

Github profile where some of the code I wrote can be found.

# Lucas Queirolo dos Santos

## Programmer & Game Designer

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📍 Rio de Janeiro, Brazil

## Professional Experience

### O Pão Game Studio

#### Programmer & Game Designer

Aug 2021 – present

- Conceptualized and designed multiple games, writing detailed Game Design Documents.
- Developed and programmed using Unity Engine and Godot Engine.
- Collaborated with other development team members to ensure final product met project goals.
- Worked with development team members to troubleshoot and resolve technical issues related to gameplay and programming.

### Legends of Learning

#### Programmer & Game Designer

Feb 2023 – present

- Conceptualized short educational games, following the employer's guidelines and Game Design Document model.
- Developed and programmed using Unity Engine.
- Managed time effectively to meet project deadlines and quality standards.

### Octopus Game Studio

#### Assistant Manager

Jul 2017 – Apr 2018

- Assisted developing business plans to align strategic decisions with short and long-term objectives.
- Supervised the team in accordance with the instructions and guidelines provided by management.
- Managed budgets, accounts and costs.