Lucas Queirolo dos Santos

Rio de Janeiro, RJ **|** lucas.queirolo.s@gmail.com **|** +55 (21) 99989-4540

Skills

- C#, C++, GDScript, Python, JavaScript, TypeScript, SQL, HTML, CSS
- Unity Engine, Godot Engine, Unreal Engine, VS Code, React, Photoshop, Microsoft Office, Notion
- Game Design, Optimization, Balancing, Mechanics Development, Level Design, Narrative Design, Prototyping, Project Management, Documentation.
- Portuguese (Native), English (Fluent)

Professional Experience

GAME PROGRAMMER & DESIGNER | 08/2021 – 12/2024
O PÃO GAME STUDIO | Rio de Janeiro, RJ.

- Conceptualization and development of games, managing stages from idea creation to final product delivery.
- Development in Unity Engine and Godot Engine.
- Active collaboration with other team members, distributing tasks to ensure quality at each stage.
- Teamwork to solve both coding and game design-related issues.

GAME PROGRAMMER & DESIGNER (FREELANCER) | 02/2023 – 08/2024
LEGENDS OF LEARNING | Rio de Janeiro, RJ.

- Conceptualization and development of short educational games aimed at children and teenagers.
- Creation of Game Design Documents (GDDs) following client requirements.
- Development in Unity Engine and Godot Engine.
- Team management to ensure projects were completed efficiently and on time.

ASSISTANT MANAGER | 06/2017 – 04/2018
OCTOPUS GAME STUDIO | Rio de Janeiro, RJ.

- Contribution to the development of business plans to align strategic decisions with short- and long-term goals.
- Team supervision according to management requirements to ensure quality and efficiency in active projects.

- Budget, revenue, and cost management for the company.

Additional Experience

TOKYO GAME SHOW | 2023

Tokyo, Japan
- Showcased a game in Japan at one of the world's largest gaming expos.
  Game: *Growers*, developed in Godot Engine.

GAME JAM MAGALU | 2022

Rio de Janeiro, Brasil.
- Created a game based on a specific theme within a short time frame, competing against over 100 teams.
  Game: *Artie the Builder Beaver and the Cure for Grandma Fever*, developed in Godot Engine.
  Placement: 4th place.

Education

DIGITAL GAMES | 2019 - 2021

- IBMR, Rio de Janeiro.

POSTGRADUATE IN SOFTWARE ENGINEERING | 2025 - Present

- PUC, Rio de Janeiro.

Portfolio

https://lucasqueirolo.vercel.app/