Lucas Matheo Amador Steinbach

Gameplay Programmer, Unity Developer

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ABOUT ME

I'm a gameplay programmer who thrives on turning ideas into reality. A strong team player with effective communication skills, I specialize in crafting experiences for mobile and PC games. Eager to soak up knowledge and accumulate experience, I'm motivated to keep evolving in the dynamic world of game development.

- *https://www.linkedin.com/in/matheo-amador-steinbach/*
- *https://github.com/MatheoSteinbach*

PROJECTS

Berlin, Germany
Dec 2022 - Feb 2023

Tanuki's Dream
3rd Semester Project

Responsibilities: Team Lead, Game Designer, Programmer, Production
Itch.io Page: **https://s4g.itch.io/tanukis-dream**

Berlin, Germany
Jun 2022 - Aug 2022

Urban Outcasts
2nd Semester Project

Responsibilities: Programmer
Itch.io Page: **https://s4g.itch.io/urban-outcasts**

Berlin, Germany
Jan 2022 - Mar 2022

Presidential Driver
1st Semester Project

Responsibilities: Programmer
Itch.io Page: **https://s4g.itch.io/presidential-driver**

EDUCATION

Berlin, Germany
Jun 2021 - Oct 2023

Game Engineer
S4G School for Games

SKILLS

- C#
- Unity
- Problem-solving
- Version Control
- Other(C++, Unreal Engine, Atlassian)

LANGUAGES

English - fluent

German - fluent

Spanish - fluent

VOLUNTEER EXPERIENCE

- **Devcom 2023** on-site volunteer
- **Devcom 2022** on-site volunteer
- **GDS 2021** online volunteer