

# Lucas Matheo

## Amador Steinbach

Junior Game Dev



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### ABOUT ME

I'm a gameplay programmer who thrives on turning ideas into reality, as well as being 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.

### PROJECTS

#### Convoy of Hope

4th Semester Project

Responsibilities: Gameplay Programmer

#### Tanuki's Dream

3rd Semester Project

Responsibilities: Team Lead, Game Designer, Programmer, Production

#### Urban Outcasts

2nd Semester Project

Responsibilities: Sole Developer in the project

#### Presidential Driver

1st Semester Project

Responsibilities: Sole Developer in the Project

### VOLUNTEERING

- Devcom 2023 Lead Volunteer
- Devcom 2022 Volunteer
- GDS 2021 Volunteer



### EDUCATION

2021 - 2023

Game Engineer

S4G School for Games

Berlin, Germany

2018 - 2020

Sport Assistent

BSA

Angermünde, Germany

### LANGUAGE

- English - Native
- German - Native
- Spanish - Native

### SKILLS

- C#, C++, GD Script
- Unity, Unreal Engine, Godot
- Problem-Solving
- Version Control
- Atlassian (Confluence, Jira)

### HOBBIES

- Gym & Sports
- Anime & Manwhas
- Music (Piano)
- Gaming (PC/Console & Mobile)
- Dungeon & Dragons