LUCAS GARCÍA MATEU

Game Developer

Profile

I'm a versatile programmer with a solid C++ base and professional experience using mainly Unity, but also Unreal and other less popular game engines such as Godot and Construct.

I'm interested in working either as an engine tools or gameplay programming developer.

Professional

4 years as a developer in Sngular where I went from Junior to Senior developer.

I've worked in Videgame, Museum and internal tools projects, taking part in technical leading roles and participating on crucial installation and business trips to the middle east.

Hobbies

- Martial Arts
- Videogames
- Content Creation

Personal

As an extroverted and honest individual, I prioritize straightforward communication, delivering only the necessary context for efficiency. I believe in treating others with respect and a friendly warmth to foster a relaxed yet productive work environment. My persistent, disciplined, and methodical approach to both work and life makes me a trustworthy and reliable employee.

Contact

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- 🔗 Portfolio
- ⭘ Github
- 🔲 Linked In

Education

Technical High School
(Emperador Carles, 2014-1016)

**Bachelor's Degree in Videogames
(UPC at CITM, 2016-2020)**

Projects

Dungeon Brawler
Street Fighter style fighting game running in C++

Malita, Soul of a Warrior
3D BeatEmUp running in C++ self crafted engine

Mirror
Reflection tool/library for C++ (Final Degree Project)

Asun
Survival beat em up Game Jam game, based on the theme 'Sorpresa', built in Unity

Bubble Ball
Four player party game Game Jam game, based on the theme 'Water', built in Unity

Magic Gone Wrong
'Vampire Survivor' style top down shooter, based on the theme 'Magic'

Om Nom Sea Brawl
Strategy mobile game with the OmNom IP in collaboration with Zeptolab

SOA
Scriptable Objects Architecture package built for Unity

Qatar Olympic and sports museum
Digital product for a sports themed museum in Qatar