Gabriel Lucena's portfolio
A collection of previous works

1498

https://www.instagram.com/baladeirastudio/

1498 is a real-time strategy game about a failed colonization attempt on South America, in which you control the native people to defend your land. I worked mainly as a tech artist, developing visual effects for rain, gunshots, spell effects, shaders, post processing and animator machine setup. I also helped with AI and UI programming and 3D modelling. The images below showcase a water shader and a healing VFX.
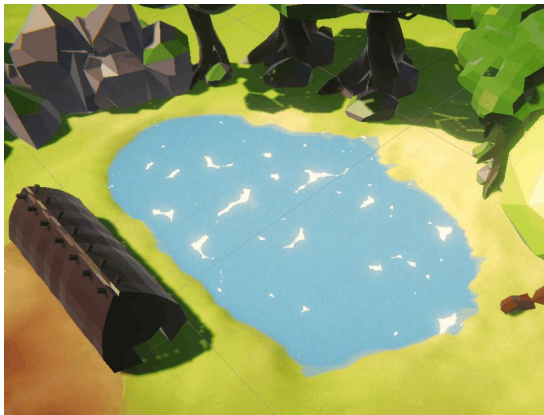

Bring me a man, Santa **[18+]**

https://store.steampowered.com/app/1468180/Bring_me_a_man_Santa

"Bring me a man, Santa" is a 2D rhythm game made during my internship program at Male Doll Studios. I developed an editor tool for building levels, most of the game's menus, rhythm mechanics and save system. The below images show a level-building tool using beziers and a pause menu.
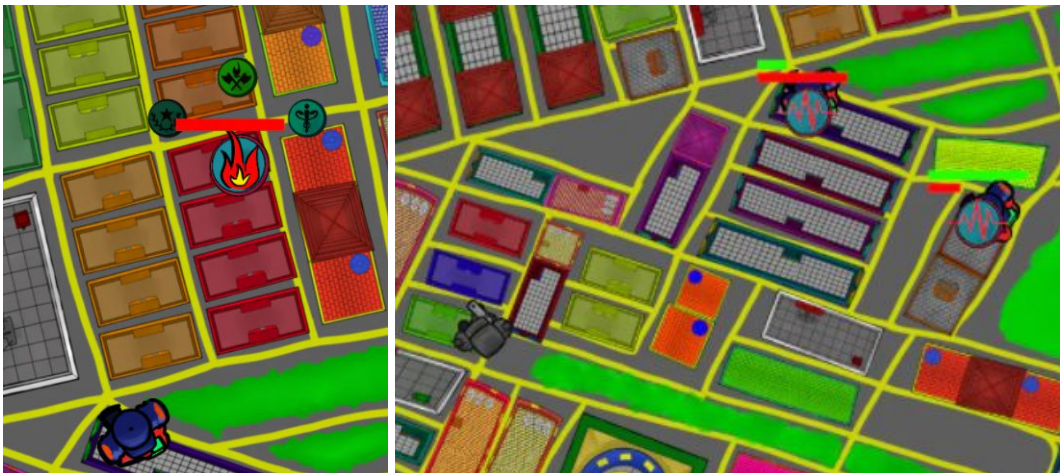
Chaos Manager

https://gamejolt.com/games/chaoscity/466828
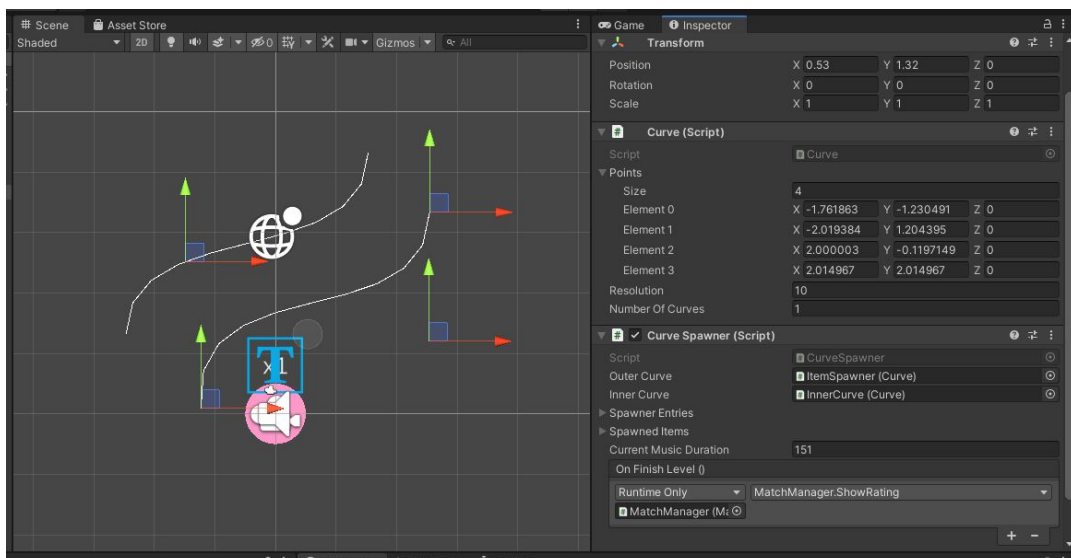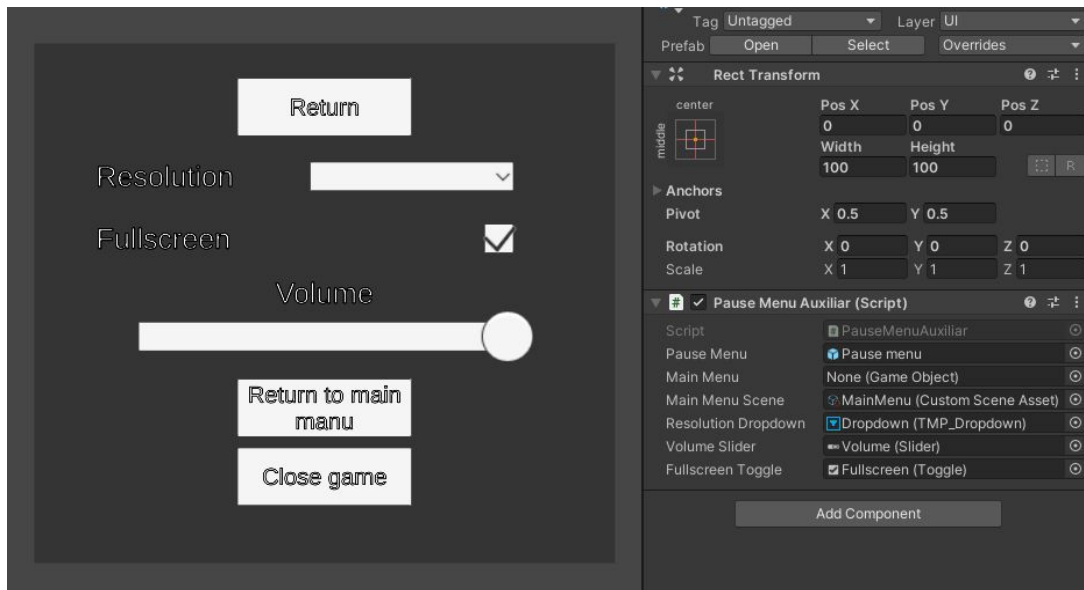
Chaos Manager is a 2D mobile RTS about emergency-service management, made during Global Game Jam 2020. My tasks included development of user input, UI, map navigation, animator controllers and general bug fixing. The images below show part of the user interface

Cel-Shaded Render Pipeline

https://github.com/lucena-fr4ct1ons/unity-csrp
https://fr4ct1ons.itch.io/csrp

This project was a study project I made to learn in more depth how rendering in Unity works, as well as try to create a proper cel-shader. It features GPU batching, both cel-shaded and regular diffuse materials, point and directional lights, directional shadows and normal map support. The below image is the RP in action.

Boyfriend's rescue **[18+]**

https://maledollstudio.itch.io/boyfriends-rescue

Boyfriend's Rescue is a 2D platformer made during my internship at Male Doll Studios. I was responsible for player-controller and AI programming, UI development, interactive scene elements programming. I also helped with editor tools programming and VFX development.

Poço Frio

https://gamejolt.com/games/pocofrio/454479

<u>Third place winner at Natal Game Jam 2019</u>, Poço Frio (pronounced 'posso frio') tells a story about a cangaceira searching for redemption, based on local northeastern brazilian folklore tale. My tasks included player controller, animator machine setup, importing assets, AI programming, post-processing setup and UI development. The images below shows the title screen as well as the character.