



Lucas Emmanuel Santos

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Work Experience

Videogame Developer (07/2013 - Present)

Self-Employed

- Participation in the development of videogames, working with game's writing, design, production, visual and sound effects, and management of the personnel involved.
- Development of projects that integrate games into the school environment, mixing entertainment and learning.

Translator and Proofreader English/Portuguese (06/2016 - Present)

Self-Employed

- Freelance translation and proofreading work between English and Portuguese, on platforms such as Upwork and Hubstaff.
- Participation in the adaptation of applications and games to the Portuguese language, adapting specific terms accordingly.

Volunteer (12/2012 - 03/2015)

Jogos Pela Educação (Games for Education) NGO

- Volunteer in the implementation of social actions in poor communities and outlying areas of the city, aiming to spread the creative and informative potential of emerging technologies, such as the Internet and videogames, to improve the living conditions of the population.

Game Master Internship (07/2011 - 12/2011)

OnGame Entertainment

- Member of the Technical Support team, and creator of community events and dynamic interactions in the Brazilian server of the game Asda Story.

Writer (04/2008 - 06/2011)

Blog GamesGeral

- Writer in the field of contemporary technologies, and translator of relevant articles, both for one of the blogs belonging to the UOL's GameHall network.

Education

Certification in Educational Psychology (2015 - 2017)

Universidade Metropolitana de Santos

Post-Graduation

Certification in Teaching and Research for Higher Education (2014 - 2015)

Universidade Metropolitana de Santos

Post-Graduation

Technologist Degree in Game Design (2011 - 2013)

Pontifícia Universidade Católica de São Paulo

Graduation

Skills & Interests

Skills

Writing (authoring and proofreading, translation, documentation, script, copywriting); Game Design (game concept, level design, game theory, game production); Education (pedagogy, child psychology, inclusive education, ludic learning); Game Engines (Unity, Unreal, Game Maker, Ren'Py, RPG Maker); Editing (Photoshop, CorelDraw, Aseprite, Vegas Pro, Premiere, After Effects, Audacity); Computing (C#, Java, HTML, PHP, Python, Javascript); 3D Modelling (Blender, Cinema 4D, texturing, rigging, 3D animation); Office suite; Languages (Portuguese, English, Spanish)

Interests

Videogames; Music; Art & Culture; Education; Politics; The Environment; Veganism; Pokémon; Cooking; Animal Adoption; Animations & Cartoons; Football; eSports; Board Games