

Luciano Gil

Game Developer, Level Designer, Game Lighting

- Email me on Indeed: [indeed.com/r/Luciano-Gil/a10d272e224d71c9](https://www.indeed.com/r/Luciano-Gil/a10d272e224d71c9)

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Game Developer, Level Designer, Game Lighting

Save The Princess - 2016 to 2016

Game Designer, QA

- Design and develop levels including puzzles, level layout, enemy placement, pickup placement, camera placement and environmental hazards placement.
- Provide information and material for artists to develop 3D models.
- Game lighting and performance improving.
- Tested and documented issues and/or improvements to mechanics or rules.

Game Designer, QA

Petrified - 2016 to 2016

- Design and create flow charts that shows the overall gameplay.
- Help develop the mechanic system for the characters and items.
- Help develop the rules of the game.
- Help designing the color palettes of characters.
- Tested and documented issues and/or improvements to mechanics or rules.

EDUCATION

Bachelor of Science in Game Design in Game Design

Full Sail University

2012 to 2016

SKILLS

AUTODESK MAYA (Less than 1 year), C# (Less than 1 year), Documentation (Less than 1 year), FPS (Less than 1 year), Lighting (1 year)

LINKS

<https://lucianogilg.wordpress.com>

<https://thepenguinblacksmith.wordpress.com>

ADDITIONAL INFORMATION

Skills

- Unity 3D/2D/VR
- Lighting in Unity 3D
- FPS improvement in Unity 3D
- C#
- Maya
- JavaScript
- Photoshop
- Inkscape
- Documentation Using MS Word and Chrome Docs.
- Perforce
- Level Editor
- Lighting
- Flow Chart Design
- Mechanic System Design
- Spanish Translation