Lucas Coutinho

Game Programmer | coutinho.codes

👤 About me

Hi! I'm **Lucas**, currently an engineering student at UFMG. I'm a fast learner and hard-working developer who cares about software architecture and maintainability, and is passionate about creating unique worlds and experiences through games.

I've been in contact with games and fascinated by technology since I was a kid. I've always enjoyed creating my own worlds and stories and keeping up-to-date with the latest technologies, but I only realized that I wanted to pursue a career in game development when I started to nurture more interest in art and design, as well as in worldbuilding and storytelling.

Apart from my technical skills, I'm a coffee addict, an avid gamer and a hobbyist artist.

☎ Contact

🏠 Belo Horizonte, MG, Brazil

✉ lucas@coutinho.codes

📱 Telegram • ○ LinkedIn

💻 GitHub • 🔗 Portfolio

💼 Work Experience

02/2020 - 03/2020

Full-stack Web Developer

PICSIZE, Belo Horizonte, Brazil

- After 4 months of internship I was invited to a full-time position.
- At this point I was assigned to create a new solution on my own. The project was a portfolio creator, where photographers could easily show their work in a featured page. Unfortunately, I didn't end up finishing it due to me quitting for personal reasons.

11/2019 - 02/2020

Full-stack Web Developer | Intern

PICSIZE, Belo Horizonte, Brazil

- At PICSIZE, I worked with a very small team of 6 people at a startup which has solutions for the photographer job flow, from the moment he finishes taking pictures till he delivers it to his clients.
- I had the pleasure of being in contact with wonderful people from whom I learned a lot, in a technical and personal level.

- As the role needed, I was able to work from the very back-end to the front, working with the senior developers in every spot of the platform in order to get a good macro view of it.
  - Thus, I got in touch with: `AWS EC2`, `AWS S3`, `AWS SQS`, `AWS ElastiCache`, `AWS Lambda`, `AWS RDS`, `React`, `Redux`, `NodeJS`, `Styled Components`, `PostgreSQL`, `MongoDB`, `Grafana`, `Sentry`, `Netlify`, `MVC Architecture`, `Serverless Architecture` and `Event Driven Architecture`.

📚 Education

2020 - Now

Federal University of Minas Gerais, BH, Brazil

Control and Automation Engineering, B. Sc.

2019 - 2020
(Unfinished)

Federal University of Minas Gerais, BH, Brazil

Information Systems, B. Sc.

2015 - 2018

Federal Institute of Education, Science and Technology of Espírito Santo, ES, Brazil

Vocational degree in Mechanics | High school

📜 Certifications

11/07/2021

Unity Junior Programmer

- The Unity Junior Programmer Pathway validates skills and competencies to be a proficient junior programmer writing scripts in C# to create interactive experiences with the Unity Editor.

  [See certification](#)

04/23/2021

Unity Essentials Pathway

- Unity Essentials is the pathway for interested creators who are just getting started with Unity and real-time content creation. To achieve this pathway badge participants will create their first simple interactive experience with Unity. Learners who achieve the Unity Essentials Pathway badge can define real-time

production, use the essentials features of the Unity Editor, navigate in 3D space, create and manage Scenes, GameObjects, Prefabs, and publish a simple Unity project.

[See certification](#)

🛠️ Skills

🤝 Softskills:

- Imaginative and love innovating
- Capable of taking a step back to look at a bigger picture
- Passionate about playing and making games, and up-to-date with the latest gaming trends, techniques, best practices and technologies
- Able to break down complicated tasks into discrete solvable components, prioritize what is important
- Know how to work in a collaborative team environment, listening and helping others to reach a common goal on time
- Self-driven, result-oriented. Constantly looking for self-improvement, learning new skills and delivering the highest quality output
- Flexible, ambitious, and excited to help build something awesome and share it with the world
- Always giving and receiving constructive and creative feedback with willingness to absorb and adapt my own work based on them

🖱️ Hardskills:

- Capable of translating design ideas into functional game code
- Keeps performance in mind at all times
- Interested in game systems architecture and in producing clean, reusable code
- Strong Unity and C#
- Strong foundation in OOP, SOLID and Programming Best Practices
- Strong debugging, problem-solving and research
- Experience with parallel programming and code versioning tools, such as Git
- Experience working on an environment with microservices and Web APIs
- Experience working with relational and non-relational databases
- Desirable understanding of computer science fundamentals
- Working knowledge of multiplayer gameplay systems and network replication

🗣️ Languages

Portuguese 🇧🇷

Native speaker

English 🇺🇸

Bilingual speaker