

# Lucas Teixeira

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I'm a seasoned software engineer familiar with C#, ActionScript, JavaScript, Java and C++. Focused mainly on games, 3D, motion and client-side programs in general. Solid skills on design patterns, software architecture, sockets/network, mathematics and physics.

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## Experience

### **Software Engineer at Rogue Snail (2019)**

Remote position.

Developed the loot/action game Relic Hunters Legend using Unity3D and C#.

- Gameplay, VFX and UI code;
- Steam API integration;
- Software architecture and planning;
- Worked on a existing Amazon AWS system (using C#) to build, deploy and upload the game to Steam platform.

### **Software Engineer at Possible Brasil (2018)**

Remote position.

Developed the Siemens Quiz game for mobile platforms using Apache Cordova and HTML/CSS/JavaScript.

- Large code base with years of existence and several past contributors;
- System based on AngularJS;
- Worked on the client side creating new features and game modes;
- Sever communication via HTTP requests;
- Deployed for Android and iOS.

### **Software Engineer at Sirlin Games (2017)**

Remote position.

Mainly responsible for the UI and Steam integration of the fighting game Fantasy Strike.

- Responsible for UI and screen navigation flow;
- Developed the training mode of the game;
- Steam API integration;
- Also worked on the matchmaking server (using Java) writing an implementation of the Elo rating system.

### **Software Engineer at Aquiris Game Studio (2014-2017)**

Porto Alegre, Brazil.

During my time at Aquiris I've worked on two projects using Unity3D and C#. The first one was the first person shooter game Ballistic Overkill and the second was the mobile game Looney Tunes World of Mayhem (which is was the leader of the client team).

- Ported the game Ballistic from Facebook to Steam platform;
- Reimplemented the network system using Steam's peer-to-peer networking API;
- Maintained the game during the early access stage;
- Client team leader of the Looney Tunes game for mobiles platforms;
- Responsible for sprint planing, designing the core systems and supporting the members of the team;
- Developed two prototype of battle systems similar to JRPG games.

### **Motion Programmer at Conrad Caine (2010-2014)**

Pelotas, Brazil.

Worked mainly with Flash (ActionScript2 and ActionScript3) to develop a wide range of web and motion applications including screen savers, panic boards and e-learning games.

- Developed advergames and e-learning games using ActionScript3;
- Implemented screen savers for Windows using C++ and OpenGL;
- Worked on a high profile project where we created a panic board application using ActionScript3 and JavaScript;
- Server communication using HTTP requests and TCP sockets;
- Developed prototypes using Microsoft Kinect for a movement-based input system.

### **Flash Developer at Eckert&Caine (2009)**

Pelotas, Brazil.

Part of a small team developing a large web system for strategy and management used by companies around the world.

- Developed multimedia components using Flash/ActionScript3 to be used by the JavaScript team;
- Created Flash scripts to be used as fallback in older browsers (like a Video Player, File Upload utility and so on).

### **Flash Developer at Conrad Caine (2006-2007)**

Pelotas, Brazil.

Development of motion websites and enterprise softwares using ActionScript and ActionScript2.

- Worked on a large medical systems developing the frontend (using ActionScript2) including UI and server communication;
- Developed a simple prototype of a racing game using J2ME and the M3G library for mobile platforms;
- Used projectors like Zync and mProjector to export Flash as desktop applications.

### **Multimedia Developer at Gestum (2005-2006)**

Pelotas, Brazil.

Junior programmer using ActionScript2 to create e-learning games targeted for Flash Player 7.

- Worked on a isometric game engine written in ActionScript2;
- Implemented the A\* algorithm;
- Developed game tools for character creation and level design;
- Packed the game using SCORM specification.

## Technical Experience

### Published Games

Here's a list of every published game that I've worked on:

- **Relic Hunters Legend:** loot/action game for Steam platform.  
[https://store.steampowered.com/app/633080/Relic\\_Hunters\\_Legend/](https://store.steampowered.com/app/633080/Relic_Hunters_Legend/)
- **Siemens Quiz:** question and answer game for mobile platforms.  
<https://play.google.com/store/apps/details?id=com.siemens.quizapp>  
<https://apps.apple.com/br/app/siemens-quiz/id1243612766>
- **Fantasy Strike:** fighting game for Steam platform.  
[https://store.steampowered.com/app/390560/Fantasy\\_Strike/](https://store.steampowered.com/app/390560/Fantasy_Strike/)
- **Looney Tunes World of Mayhem:** free-to-play game for mobile platforms.  
<https://play.google.com/store/apps/details?id=com.aqupepgames.projectpepe>  
<https://apps.apple.com/nz/app/looney-tunes-world-of-mayhem/id1158042933>
- **Ballistic Overkill:** online first person shooter game for Steam platform.  
[https://store.steampowered.com/app/296300/Ballistic\\_Overkill](https://store.steampowered.com/app/296300/Ballistic_Overkill)

### My Personal Project

**All Too Human** is a real time strategy game that I've been developed over the past years using Unity3D and C#.

The game is set in vast wastelands and it's composed essentially by two systems: units control and city management.

- **TigSource DevLog:** <https://forums.tigsource.com/index.php?topic=65558.0>
- **Download the game vertical slice (released in July/2019):** <https://lucas-ot.itch.io/all-too-human-king-of-the-settlement>

### Open Source

**as3-msgpack** is an implementation of MessagePack specification for ActionScript3. I developed this library during 2012-2013 because at the time there was not good implementation of that specification for AS3. Nowadays as3-msgpack is still listed in MessagePack frontpage and is eventually used by Haxe developers.

- **as3-msgpack at GitHub:** <https://github.com/loteixeira/as3-msgpack>

### Skills & Technologies

**Languages:** C#, ActionScript3, JavaScript, Java, C++, Python and Lua.

**Game/Rendering Engines:** Unity3D, Three.js, Away3D and Irrlicht Engine.

**Shading Languages:** CG, GLSL and AGAL.

**Libraries/Frameworks:** Frictionless, Steam API, Windows API, OpenGL, OpenAL, WebGL, Angular.js, React and Amazon AWS (EC2, Lambda, S3 and DynamoDB).

## Appendix

- LinkedIn Profile: <https://www.linkedin.com/in/lucas-teixeira-aab475bb>
- GitHub Profile: <https://github.com/loteixeira>