







LUCAS DE SOUZA LIMA

SOFTWARE ENGINEER

CONTACT

-  Manaus-AM, Brazil
-  +55 (92) 99482-2837
-  lucas85235@gmail.com
-  linkedin.com/in/lucas85235
-  github.com/lucas85235
-  lucaslima-portfolio.site

SKILLS

- Development with Unity3D
- Programming with C#, C++ and Python
- Version control using Git
- Experience with Scrum and Kanban
- Experience with proprietary engines from Big Tech companies.
- Experience in resource optimization across various devices.
- Experience in developing with VR and AR.
- Web development with Node.js, Next.js, React, Javascript, MySQL, HTML and CSS.
- Knowledge of blockchain programming with Solidity
- Experience developing for Android with Java.

LANGUAGES

English: B2
Portuguese: Native Speaker

RESUME

Software Engineer and Game Developer with over 6 years of experience, specialized in Unity3D and back-end development. Solid experience in Extended Reality (XR/AR), resource optimization, and the integration of proprietary Big Tech technologies (Samsung and Google). Proven track record across the entire development lifecycle, from conception (as Co-Founder of an indie studio) to the successful delivery of commercial games and complex applications.

PROFESSIONAL EXPERIENCE

SW Developer & Technical Artist (XR/AR)

Sidia Samsung Institute | February 2023 – Present

- Development of Extended Reality (XR/AR) applications.
- Role as a Technical Artist, responsible for optimization, effect creation, validation, and asset integration.
- Working and contributing to proprietary technologies from Samsung and Google companies that are not yet on the market.

Co-Founder and Developer

Sardinha Studios | 2020 – Present

- Co-founded an indie studio, responsible for project development and technical management.
- Leadership in fundraising: successfully secured funding from more than 6 cultural grants focused on games.
- Development of 22+ projects, including Game Jams, prototypes, and commercial games launched or scheduled for release.
- Finalist at BIG Festival (now Gamescom Latam) 2022 with the game Warbots.

Unity Developer (Freelancer)

YuzuGames, Stubbird Games, Netuno.io, MIO Studios | 2021 – 2023

- Full development of puzzle games for Steam.
- Creation of mobile games: mechanics development, responsive UI, VFX, and API integration.
- Fixing of bugs in a multiplayer game with Blockchain integration.
- Participation in the production, game design, and complete development of mobile and PC games.

Software Development Analyst

CERTI Foundation | August 2019 – December 2020

- Development of a game with proprietary hardware integration.
- Work with embedded systems, bug fixing, unit testing, and implementation of new features.
- Implementation of business rules in the Back-End and update of a mobile application (Android Studio and Java).

EDUCATION

Technologist in Systems Analysis and Development

Estácio de Sá | March 2018 – July 2020