

# Lucas Rossi Marinho

## Gameplay Engineer

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## SUMMARY

I'm an experienced game developer passionate about the game world and its production process. I work developing software applications and games, focusing on gameplay mechanics. I have a lot of experience creating robust and scalable RPG, Roguelike and Shooter systems. Having worked solo and together with tech, design, and QA teams, my self-management and teamwork skills are highly developed, allowing me to efficiently prioritize tasks, collaborate effectively across disciplines, and consistently deliver high-quality results within deadlines. I'm constantly learning new things and attending courses, to keep up to professional development standards and I'm always up to face new challenges and deliver the best solution.

## TECH SKILLS

- Unreal Engine (C++ and Blueprints)
- AI setup and execution (Behavior Tree, Blackboard, Service, Environment Query)
- Gameplay Ability System (GAS) implementation and management
- Animation workflow (Blueprint, Montage, Blendspace, Motion Matching)
- Dynamic UI (UMG, MVC)
- Clean, maintainable and performant code writing
- Excellent programming, refactoring, debugging and code review skills
- Proficient in Object-Oriented and Functional Programming paradigms

## NON-TECH SKILLS

- Experience working in an agile environment
- Effective communication and cooperation with different team sectors
- Strong problem-solving skills and proactive attitude
- Great learning skills, adaptable and ready to take new challenges
- Always willing to help the team

## EXPERIENCE

### 3rd Person Co-op Shooter — *Game Engineer*

MAY 2025 - PRESENT

- Architected and implemented Gameplay Ability System (GAS) for handling player actions (aiming, abilities, inventory), including custom attributes and abilities with replication support.
- Designed a tag-driven animation system using Gameplay Tags to manage combat states and seamlessly integrate GAS with Animation Blueprints.

- Integrated Motion Matching (via UE5's built-in tools) to deliver smooth and reactive character animations based on movement and combat context.
- Applied best practices for networked gameplay including replication conditions, OnRep methods, and authority-safe initialization across server and clients.

## **Top Down RPG — *Game Engineer***

NOVEMBER 2023 - MARCH 2024

- Developed a modular ability system using Unreal Engine's Gameplay Ability System (GAS) to support scalable and flexible spell and skill behaviors.
- Integrated data-driven architecture with Data Assets and Gameplay Tags to manage elements, abilities, upgrades, and status effects across game systems.
- Implemented AI behavior trees and blackboard systems to create intelligent enemy behavior, with full GAS integration.
- Created custom UI Widgets with UMG to display character stats, tooltips, and dynamic equipment updates, with support for mouse, keyboard and gamepad navigation.
- Created robust and scalable gameplay mechanics including status effects, team component, enemy encounters, stream level management, and randomized rewards (weighted probability, shuffle bag)

## **Fetchly Labs, Remote — *Software Engineer***

DECEMBER 2024 - PRESENT

- Developed and maintained production-grade React Native applications, with support for offline-first workflows using PowerSync and SQLite, enhancing mobile reliability in poor connectivity environments.
- Designed multi-step registration flows with React Hook Form and Zod, including dynamic schema validation and custom input masking logic for user-friendly data entry.
- Built and debugged data-driven Shopify storefronts, working directly with Liquid, GraphQL Storefront API, and custom components for headless implementations.
- Managed dependency upgrades and resolution issues, ensuring smooth transitions through breaking changes in large-scale mobile codebases.

## **Hu. Innovation, Remote — *Systems Development Analyst***

MAY 2022 - DECEMBER 2024

- Developed customized systems tailored to clients' unique business rules, like premium features, rewards systems, contact and favorites management.
- Integrated 3rd party payment systems with our server, guaranteeing a seamless purchase process.
- Constant support for teammates and new trainee developers, ensuring a smooth onboarding and qualification process.
- Application deployment and management (App Store, Google Play Store, Azure, AWS).