

# Lucas Rios

## Game Developer

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Systems-oriented game developer with expertise in game architecture, optimization, and scalable code. Builds solid gameplay and progression systems, fixes legacy code, and unifies art, design, and backend into smooth experiences.

## Work Experience

**Unity Engineer** · [Nurture](#) · United States

Mar '25 - Present

- Architected and scaffolded modular gameplay scenes, prototyped core mechanics, and implemented dynamic flow frameworks to realize the game design vision
- Developed robust gameplay and UI systems, transforming design mockups into interactive experiences
- Created custom Unity editor tools and worked with Unity Cloud Build for streamlined CI/CD across multiple platforms
- Refactored the legacy codebase with scalable, design-pattern-driven architecture and ported the project to a new Unity version

**Unity Game Developer** · [Blue Gravity Studios](#) · United Kingdom

Jun '24 - Mar '25

- Built a robust player customization system with dynamic 3D models and asynchronous Addressables integration, improving performance and load times.
- Eliminated critical bugs in [Albert's Ark Idle](#) and [Draft Fever Bowl](#), enhancing performance and stability by refactoring inefficient and redundant code and implementing effective design patterns, nearly halving UI draw calls.
- Refactored legacy systems by replacing singleton-heavy code with an event-driven architecture, achieving a 40% performance gain via texture lazy loading and hair optimization.
- Integrated real-time APIs with back-end teams to sync player systems like leveling, customization, and team features.
- Designed and implemented a scalable UI system, translating design visions into functional, intuitive interfaces.
- Worked with artists and designers to integrate and optimize 3D assets, significantly improving performance without sacrificing visual fidelity.

**Unity Game Developer** · [Inside Tecnologia](#) · Brazil

Nov '19 - Jun '24

- Delivered 30+ VR/Mobile/WebGL projects for corporate clients (e.g., [Vale](#), [Samarco](#), [ArcelorMittal](#)), including safety protocols and crisis management simulations.
- Developed 20+ game prototypes for client pitches, accelerating project acquisition.
- Ported SteamVR projects to META XR, optimizing performance to achieve stable 90 FPS on low-end devices.
- Built RESTful APIs connecting Unity applications to SQLite databases for employee training data management.
- Implemented localization systems for training simulations, enabling multilingual support.

## Education

**Federal University of Espírito Santo (UFES)** | Master's Degree

Grad Jan '23

Computer Science

**FAESA** | Bachelor of Technology

Grad Jan '20

Digital Game Development

## Technical Experience

**Competencies:** Unity / FLAX / LÖVE · Gameplay / UI Programming · Progression / Customization Systems · Game Flow · Prototyping · Training Simulations · Addressables · Profiling · Frame Debugger · Localization · Cinemachine · VR

**Skills:** Version Control · JetBrains Rider / Visual Studio · Git / Gitflow · ASP.NET Core · SQLite · API RESTful · JSON · Agile Development · Jira / Clickup / Asana · Async Programming · SOLID Principles · MVC / MVP / MVVM · Design Patterns

**Programming Languages:** C# · C++ · Lua

**Languages:** Portuguese (Brazil) [Native] · English [[C2 Proficient](#)]