# Lucas Rios
## Game Programmer

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## Professional Experience

**Blue Gravity Studios, Game Development Studio, United Kingdom**
*Unity Game Developer* - June 2024 - Current

- Designed and implemented **progression systems**, **character/team customizations**, and **procedural character generation** (ethnicity-based) with dedicated UI for *Draft Fever Bowl*.
- Resolved **critical bugs** (e.g., anonymous subscriptions) and removed redundant code for *Albert's Ark Idle*, ensuring stable release during **late-stage development**
- Optimized game performance by **40%** by refactoring legacy code (reducing singleton dependencies, eliminating redundancy) and implementing **event-driven architecture** via Unity ScriptableObjects.
- Integrated **RESTful APIs** for seamless front-end and back-end communication.
- Collaborated with art teams to optimize **3D asset integration**, minimizing draw calls without compromising visual quality.
- Supported multinational teams across time zones to meet deadlines and **deliver projects** smoothly.
- **Adopted Agile workflows** to coordinate with animation and 3D teams, improving Git collaboration and reducing merge conflicts.

**Inside Tecnologia, Serious Games Development Studio, Brazil**
*Unity Game Developer* - November 2019 - June 2024

- 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 for Oculus Quest to achieve **stable 90 FPS on low-end devices**.
- Built **RESTful APIs** connecting Unity applications to SQLite databases for secure **employee training data** management.
- Collaborated with clients to translate visions into immersive environments, balancing technical and creative goals.
- **Implemented localization systems** for training simulations, enabling multilingual support for global clients like *ArcelorMittal*.

## Education

- **Master's Degree in Informatics**
  Federal University of Espírito Santo (UFES), Brazil, 2021 - 2023
- **Technologist in Digital Games**
  FAESA, Brazil, 2018 - 2020

### Technical Experience
Unity / FLAX / LÖVE [Engines]
Gameplay Programming
UI Programming / Animation
Progression Systems
Customization Systems
Game Flow Programming
Prototyping
Random Generation Systems
Training simulations
Addressables
Profiler / Frame Debugger
Localization
Cinemachine

### Technical Skills
Version Control
JetBrains Rider / Visual Studio
Git / GitFlow
ASP.NET Core
SQLite
API RESTful
JSON
Agile Development
Jira / Click Up / Asana
Asynchronous Programming
SOLID principles
Design Patterns

### Programming Languages
C#
C++
Lua

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