

Lucas Rios

Game Programmer

Espírito Santo, Brazil

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Education

- **Master's Degree in Informatics**

Federal University of Espírito Santo (UFES), 2021 - 2023

- *This master's degree resulted in the conception of "Robotim," an educational game aimed at middle school students, made with Unity. Additionally, a platform called the "Teacher's Area" was developed, allowing access to student data such as scores, playtime, the number of errors, among other metrics. To efficiently integrate the game, platform, and SQLite database, a RESTful API was implemented using ASP.NET Core, with deployment on Microsoft Azure.*

- **Technologist in Digital Games**

FAESA, 2018 - 2020

Professional Experience

- **Game Programmer**

Inside Tecnologia, Serious Games Development Studio, Espírito Santo, Brazil

November 2019 - June 2024

- Developed VR behaviors using Meta XR SDK and XR Interaction Toolkit with controllers or hand tracking.
- Led the development of virtual tabletop games for Mobile, Web, and PC.
- UI programming and animation, mainly using DOTween package for smooth and dynamic animations.
- Programmed the game flow using singletons or (mostly) Scriptable Objects as managers.
- Led solo projects based on client expectations and collaborated within a five-member team.
- Developed procedural scenarios for a Runner-type game.
- Created prototypes to test new technologies, which led to larger projects.
- Integrated external data sources with Unity via RESTful APIs and Web Servers.
- Developed AR applications using Vuforia and AR Foundation.
- Simulated real-world environments for employee training, eliminating the need for physical visits to hazardous locations.
- Created Windows applications using Windows Forms.

Skills:

- **Unity Experience:** VR behavior, gameplay programming, UI animation, 3D model implementation, game flow management, procedural scenario generation, prototyping, data integration, training simulations, audio integration, AR applications.
- **Tools:** C#, JetBrains Rider/Visual Studio, SourceTree/Git, ASP.NET Core, SQLite, Microsoft Azure, Windows Forms, JSON, Photoshop
- **Spoken Languages:** Portuguese (Brazil) [Native], English [[C2 Proficient](#)]