Lucas Rios

Game Programmer

Website - lucasfaesa@gmail.com - **LinkedIn**

Professional Experience

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

- ○ Delivered gameplay mechanics, player progression systems, and UI for *Draft Fever Bowl* and *Albert's Ark Idle*, ensuring smooth performance across platforms.
- ○ Developed core features and integrated RESTful APIs for seamless front-end and back-end communication.
- ○ Partnered with designers and artists to refine game flow and enhance user engagement.
- ○ Collaborated with QA to resolve gameplay issues and optimize assets for efficient development and iteration.
- ○ Conducted platform-specific development to tailor user experiences for diverse audiences and devices.

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

- ○ Developed VR, mobile, and WebGL games with a focus on gameplay mechanics and user experience.
- ○ Developed procedural scenarios to enhance gameplay and improve performance.
- ○ Collaborated with teams to design VR interactions, animations, and UI elements.
- ○ Integrated RESTful APIs for dynamic data handling and real-time game updates.
- ○ Created prototypes and optimized features across multiple platforms.

Education

- ● **Master's Degree in Informatics**
  Federal University of Espírito Santo (UFES), 2021 - 2023
  The master's degree project involved creating Robotim, an educational game for middle school students using Unity. Developed a "Teacher's Area" platform for monitoring student data and integrated it with the game and SQLite database via a RESTful API using ASP.NET Core, deployed on Microsoft Azure.

- ● **Technologist in Digital Games**
  FAESA, 2018 - 2020

Experience

Unity / FLAX / LÖVE [Engines]
Gameplay Programming
UI Programming / Animation
3D Model Implementation
Progression Systems
Game Flow
Prototyping
Data integration
Training simulations
Audio integration
Addressables
Localization

Skills

Version Control
JetBrains Rider / Visual Studio
Git, GitFlow
ASP.NET Core
SQLite
API RESTful
JSON
Photoshop / Affinity Photo
Agile Development
Jira / Click Up / Asana
Async Programming
SOLID principles

Programming Languages

C#
C++
Lua

Languages

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