

# Lucas Rios

## Game Programmer

Espírito Santo, Brazil

Email: [lucasfaesa@gmail.com](mailto:lucasfaesa@gmail.com)

Portfolio: <https://lucasfaesa.github.io/>

Phone: +55 (27) 99715-8806

---

## 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

## Professional Experience

### **Blue Gravity Studios, Game Development Studios, London, 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, Espírito Santo, 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.

## Skills

- **Unity Experience:** VR behavior, gameplay programming, UI animation, 3D model implementation, progression systems, game flow management, procedural scenario generation, prototyping, data integration, training simulations, audio integration.
- **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](#)]