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
  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

- Worked on *Draft Fever Bowl* and *Albert's Ark Idle*, contributing to gameplay mechanics, feature development, UI, and bug fixing.
- Collaborated with designers and artists to refine player progression systems and overall game flow.
- Implemented core systems and user interactions while ensuring smooth performance across multiple platforms.
- Partnered with QA to identify and resolve gameplay issues, enhancing user experience and functionality.
- Assisted in optimizing game assets and structures to support efficient development and iteration.

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]