



Curriculum vitae

Personal details

Name	Lucas Gastón Symeoñides
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Place of birth	Buenos Aires
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Profile

I am a Junior student in Game Development (Da Vinci School) from Argentina, currently in my final term. I specialize in programming, with expertise in design patterns, complex systems, multiplayer integration, virtual reality, gameplay mechanics, as well as front-end and back-end development. During my studies I acquired knowledge in the different disciplines involved in game creation such as animation, game design, technical art, 3D modeling, UI, Sound design and sculpting.

Work experience

Apr 2023 - Jul 2024	3D Generalist / Programmer <i>Diarc Studio, Argentina</i> <ul style="list-style-type: none">I was in charge of programming and optimizing an Unreal Engine ArchViz project where you could switch between First person, Third person and Drone Perspective.Modelling and texturing of 3D Environments, Props.Development of C# and optimization for VR Unity project.Development of UI and gameplay mechanics through blueprints in Unreal Engine.Produced promotional videos showing those projects.
Jan 2021 - Jun 2021	3D Modeler for 3D Printer <i>Freelance, Buenos Aires</i> <ul style="list-style-type: none">Produced 3D models optimized for printing in PLASold them in MercadoLibre

Education

Mar 2022 - Nov 2024	Designer and Programmer of Virtual Simulators <i>Da Vinci School, Buenos Aires</i> <p>Tertiary school of video game design and production, from the fundamentals to the development of a complete game for commercial release. Topics learned: Unity, Unreal Engine, C#, Design Patterns, Data Structures, Shaders, 3D Modeling, Optimization, Animation, Sound Design, Game Design, etc.</p>
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Languages

Spanish



English



Skills

Unity C#



Unreal Engine Blueprints



Roblox Luau



Autodesk Maya



Substance Painter



Blender



Adobe Photoshop



Adobe Premiere

