



Matheus Lobo

Game Designer

Strombergs Väg 140, Umeå 907 28, Sweden
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Date of birth

01/05/1995

Nationality

Brazilian

Skills

Unity

Unreal Engine

Godot

FMOD

Systems Design

Level Design

Git

Perforce

Agile and Scrum

JIRA

Languages

Brazilian Portuguese

English

Swedish

Profile

I'm a junior Technical Game Designer with a 6-year foundation in professional software engineering, currently studying Game Design at Future Games. I work to bridge the gap between creative vision and technical implementation, bringing my trajectory of professional coding discipline to the world of gameplay mechanics and systems design.

Education

Game Design Vocational School, Future Games, Umeå

Sept 2025 — Dec 2027

Bachelor of Technology in System Analysis and Development, Sorocaba Technological College, Sorocaba, Brazil

Feb 2018 — Dec 2021

Employment History

Web Developer, Sanmina-SCI AB, Örnköldsvik, Sweden

Mar 2022 — Present

Web Developer, Eduzz, Sorocaba, Brazil

Sept 2019 — Mar 2022

Internships

Web Development Intern, Pitaia Marketing Agency, Sorocaba, Brazil

Jun 2019 — Jul 2019

Web Development Intern, Codeminer42, Sorocaba, Brazil

Apr 2019 — May 2019