



# Matheus Lobo

## Game Designer

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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, Örnsköldsvik, 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