

LUCAS MOREIRA SALES

GAME DEVELOPER

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(portfolio)

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ABOUT ME

Hello! I'm Lucas, game developer with 5 years of experience focused on PC and mobile games using the Unity engine. To me, problem-solving and crafting virtual worlds through programming is a form of art and I'm passionate about it. Undergraduate computer scientist, geographer and crime scene investigator (a very unusual background, I know). My technical skills are guaranteed by deep understanding of Unity's features, in-depth knowledge of C#, competence in using version control systems to manage project files, experience developing AI behaviors and complex gameplay mechanics.

JOB EXPERIENCE

Unity Game Developer Airos Studios

2024 - PRESENT

In this position I assist the development of core gameplay mechanics using Unity Engine, ensuring seamless integration with the overall project architecture. I write and maintain clean, efficient, and scalable code in C#, following industry best practices, adapting to the studio's coding standards. Working closely with designers and artists (2D and 3D) to translate creative concepts into interactive gameplay, contributing to a highly polished final product.

Independent Game Developer Donada Games

2019 - PRESENT

End-to-End Game Development: As an indie developer I manage all aspects of my personal projects, from initial concept to final release, including game design, coding, UI/UX, art, sound, and testing. In 2023 I successfully published Focused Monsters for Android devices, inspired by the time management and productivity app Forest, receiving positive feedback. I am currently developing a classic RPG called Lili's Dreams.

Crime Scene Investigator

2013 - PRESENT

Polícia Civil do Estado de Minas Gerais

Yep. You read that right. I've been a CSI for over ten years now. For this position I analyze complex crime scenes and interpret evidence to reconstruct events, demonstrating strong problem-solving abilities that contribute to logical and critical thinking. I work closely with law enforcement and forensic teams, communicating findings clearly and effectively (skills essential for collaborating with multidisciplinary teams).

EDUCATION

Computer Science UNA

Focusing on algorithms, software development, and systems design, providing a strong foundation for creating efficient and scalable game mechanics.

2024- PRESENT

Geography

Universidade Federal de Minas Gerais

Gaining skills in spatial analysis, critical thinking, and research with a deep understanding of landscapes, ecosystems, and other aspects of the physical world.

2008- 2013

LANGUAGES

PORTUGUESE



ENGLISH



SPANISH



TECH SKILLS

UNITY ENGINE



C#



RESPONSIVE UI DESIGN



GAME DESIGN



VERSION CONTROL (GIT)



HOBBIES

PLAYING DRUMS

TRAVELING

ANIMALS

RUNNING

PLAYING GAMES (seriously?)

SOFT SKILLS

PROBLEM-SOLVING



COMMUNICATION



CREATIVITY



COLLABORATION



ADAPTABILITY

