



# LUCAS MENDONÇA

Software Engineer

## PROFILE

As a Software Engineer with over five years of experience in the games industry, I am deeply passionate about game programming and mathematics. I dedicated myself to the exciting intersection of programming, graphics, and audio. My love for solving mathematical challenges drives the creation of responsive game mechanics, a skill that I continually refine by participating in game jams and developing personal projects.

I am on the lookout for a challenging environment where I can contribute to meaningful projects. I firmly believe that each project is an opportunity for innovation and learning. With this mindset, I am eager to bring my skills and experiences to my next opportunity in the games industry.

## MAIN SKILLS

Unreal Engine

C++ and Python

Shader Programming in HLSL and GLSL

Backend em PHP, C#

SVN, Git, Perforce

Nintendo Switch, Xbox, Playstation 4

VR, AR, MR

OptiTuio, Kinect

Jenkins

Unity

## WORK EXPERIENCE

### TECHNICAL COORDINATOR & SENIOR SOFTWARE ENGINEER

*DX Gameworks | Apr 2021 to present*

- Released Games: That's My Family: Family Fun Night
- I contributed to announced games such as RuffGhanor, AmazonQuest, ToySports and Umbilical
- Worked with Unreal Projects, programming C++ and Blueprints for all major platforms including Nintendo Switch, Xbox, Playstation 4, and Android.
- Coordinated teams (from 3 to 9 of programmers) on various projects, overseeing system and career development. I provided solutions for technical challenges relying on a strong foundation in SOLID principles and design patterns.
- Supported graphics and rendering related porting issues in Unity and Unreal.
- Contributed to Optimization, Multithreading, and supported to Online Services.
- Used Jenkins and Python for build automation and binaries distribution.
- I conducted a Technical Art Course and organized internal engineering events in the department.
- Conducted Code Reviews, Scope Analysis, Scrum Poker

### SOFTWARE ENGINEER

*Garage227 | Apr 2020 - Apr 2021*

- I worked in external development for a Soedesco's unannounced Action Adventure project, programming character movement mechanics, dynamic camera behavior, puzzles, Input Buffer, AI, Journal, Investigation Systems, interactive cinematic using sequencer, achievements, checkpoints and save.
- Performed technical art tasks such as inverse kinematics, morph targets, camera shake, dynamic animation, spline tools for creating streets and buildings.
- Integrated WWise for dynamic audio with support for localized subtitles.
- Contributed to optimization and efforts.

### UNITY DEVELOPER

*RSTcom Comunicação Estratégica | Jun 2018 - Apr 2020*

- Created immersive experiences for notable clients such as LG, Lenovo, Honda, Pfizer, Takeda, Delta Airlines
- In this role, I extensively worked with a variety of technologies for marketing, advertising, and events, including Virtual Reality (VR), Augmented Reality (AR) using Vuforia and Unity's ARCore, Mixed Reality with Microsoft HoloLens, interactive projection mapping with Lidar Sensors and OptiTUIO, RFID and Kinect.
- Developed shaders.
- Developed PHP RestAPIs back-end from scratch and supported C# to integration online features.

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🌐 [www.github.com/luuchowl](http://www.github.com/luuchowl)

🏠 São Paulo, Brazil

## EDUCATION

### COMPUTER SCIENCE

*Bachelor's degree*

FMU - SP

2019 - 2023

### DIGITAL GAMES TECHNOLOGY

*Associate degree / Técnico*

Fatec São Caetano do Sul

2013 - 2016

### INTERNET COMPUTING

*Technical Diploma*

ETEC Ribeirão Pires

2011 - 2012

## LANGUAGES

- Portuguese - Native
- English - Fluent
- Japanese - Basic

## PROJECTS

- [Spacelines from the far out](#) (Steam and Xbox Cloud Gaming)
- [Toy Sports](#)
- [That's my Family : Family Fun Night](#) (Switch, Xbox One, PS4, Steam)
- [ImagiBlast](#) (Android, iOS, Windows Store)
- [Skydome](#) (Early Access on Steam)
- [RuffGhanor](#)
- [AmazonQuest](#)
- Monica's Amusement Park: [Missão Fundo do Mar](#)

## SOCIAL

🐦 @luuchowl