



Lucas Emmanuel Santos

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Work Experience

Lead Game Designer (07/2013 - PRESENT)

SELF-EMPLOYED

Direct and indirect participation in the development of videogames and software applications, working on different areas and with the management of the personnel involved.

- Design - Game designer, Level designer, Narrative designer
- Writing - Game writer, Screenwriter, Translator, Technical writer, Creative manager
- Production - Unity developer, for PC and Mobile games
- Editing - Pixel-art artist, HUD designer, Audio editor, Video editor
- VFX - Visual Effects editor and 3D Animator, using Unity
- Programming - C#, Python

Translator and Proofreader English/Portuguese (06/2016 - PRESENT)

SELF-EMPLOYED

Freelance translator and proofreader between English and Portuguese, on platforms such as Upwork and Hubstaff.

- Translation - Video games, scripts, blog posts, cooking recipes, and short stories translator
- Proofreading - Confidential documents, legal texts, tech blog posts, and Social Media profile proofreader
- Captioning - Translation and subtitling of school video-tutorials and entertainment short videos

Volunteer (12/2012 - 03/2015)

JOGOS PELA EDUCAÇÃO (GAMES FOR EDUCATION) NGO

Volunteer in the implementation of social actions in poor communities and outlying areas of cities, aiming to spread the creative informative potential of emerging technologies, such as the Internet and video games, to improve the living conditions of the general population.

Game Master Internship (07/2011 - 12/2011)

ONGAME ENTERTAINMENT

Member of the Technical Support team and creator of community events and dynamic interactions between players in the Brazilian server of the video game Asda Story.

Writer (04/2008 - 06/2011)

BLOG GAMESGERAL

Writer in the field of contemporary technologies, and translator of relevant articles, both for one of the top blogs belonging to the UOL's GameHall network.

Education

Certification in Educational Psychology (2015 - 2017)

UNIVERSIDADE METROPOLITANA DE SANTOS

Specialization Degree

Certification in Teaching and Research for Higher Education (2014 - 2015)

UNIVERSIDADE METROPOLITANA DE SANTOS

Specialization Degree

Technologist Degree in Game Design (2011 - 2013)

PONTIFÍCIA UNIVERSIDADE CATÓLICA DE SÃO PAULO

Graduation Degree

Skills and Interests

WRITING - Authoring | Copywriting | Documentation | Proofreading | Script | Translation

GAME DESIGN - Concept Design | Game Theory | Game Production | Level Design | Narrative Design

EDUCATION - Child Psychology | Inclusive Education | Ludic Learning | Pedagogy

GAME ENGINES - Game Maker | Ren'Py | RPG Maker | Unity3D | Unreal Engine

EDITING - After Effects | Aseprite | Audacity | CorelDraw | Photoshop | Premiere | Vegas Pro

PROGRAMMING - C# | HTML | Java | JavaScript | PHP | Python

3D - Animation | Blender | Cinema 4D | Rigging | Texturing

OFFICE - Excel | OneNote | Outlook | PowerPoint | Word

LANGUAGES - English | German | Portuguese | Spanish

PERSONAL - Agile Thinking | Adaptability | Creativity | Feedback | Problem Solving | Teamwork

OTHER INTERESTS - Video games | Music | Art | Culture | Education | Politics | The Environment | Veganism | Pokémon | Cooking | Animal Adoption | Animations and Cartoons | Football | eSports | Board Games