

Lucas Rios

Game Developer

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Systems-focused game developer skilled in game architecture, performance optimization, and scalable code design. Experienced in building robust gameplay and progression systems, resolving legacy code issues, and integrating art, design, and back-end elements into seamless gameplay.

Work Experience

Unity Game Developer · [Blue Gravity Studios](#) · United Kingdom

Jun '24 - Present

- Developed a comprehensive player customization system, including dynamic 3D model instantiation, texture and color adjustments for the player's gear. Improved system performance by integrating asynchronous loading with Addressables, reducing load times and optimizing RAM usage.
- Eliminated critical bugs in [Albert's Ark Idle](#) and [Draft Fever Bowl](#), enhancing performance and stability by refactoring inefficient and redundant code and implementing effective design patterns, nearly halving UI draw calls.
- Refactored legacy code to improve scalability by reducing singleton dependencies and adopting an event-driven architecture. Increased performance by 40% through texture lazy loading and strand-based hair optimization. Additionally, resolved memory leaks, reducing VRAM and RAM usage by nearly 30%.
- Collaborated with back-end teams to integrate APIs for real-time data exchange, ensuring seamless communication and consistency across player systems, including leveling, customization, stats, team creation, and team building.
- Developed and implemented a comprehensive UI system by architecting the complete data infrastructure and designing intuitive front-end interfaces, seamlessly translating the UI designer's vision into a functional experience.
- Collaborated with artists and designers to implement and optimize 3D asset integration, nearly halving draw calls without compromising visual quality or artistic vision.

Unity Game Developer · [Inside Tecnologia](#) · Brazil

Nov '19 - Jun '24

- Delivered 30+ VR/Mobile/WebGL projects for corporate clients (e.g., [Vale](#), [Samarco](#), [ArcelorMittal](#)), including safety protocols and crisis management simulations.
- Developed 20+ game prototypes for client pitches, accelerating project acquisition.
- Ported SteamVR projects to META XR, optimizing performance for Oculus Quest to achieve stable 90 FPS on low-end devices.
- Built RESTful APIs connecting Unity applications to SQLite databases for employee training data management.
- Implemented localization systems for training simulations, enabling multilingual support.

Education

Federal University of Espírito Santo (UFES) | Master's Degree
Computer Science

Grad Jan '23

FAESA | Bachelor of Technology
Digital Game Development

Grad Jan '20

Technical Experience

Competencies: Unity / FLAX / LÖVE · Gameplay / UI Programming · Progression / Customization Systems · Game Flow · Prototyping · Training Simulations · Addressables · Profiling · Frame Debugger · Localization · Cinemachine · VR

Skills: Version Control · JetBrains Rider / Visual Studio · Git / Gitflow · ASP.NET Core · SQLite · API RESTful · JSON · Agile Development · Jira / Clickup / Asana · Async Programming · SOLID Principles · MVC / MVP / MVVM · Design Patterns

Programming Languages: C# · C++ · Lua

Languages: Portuguese (Brazil) [Native] · English [[C2 Proficient](#)]