Lucas do Carmo

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Objective

   Seeking an Intermediate Unity Developer position in which I can use my skills creatively and work with a team that will help further develop my skills.

Summary of Qualifications

- 2 years experience in Unity and C#, with a focus on 3D environments, UI, VR and networking
- Highly experienced in working as part of a team, both professionally and in personal projects
- Excellent understanding of Agile development methods and project management software such as Jira
- Experience with Git hosts, such as GitLab, GitHub and Bitbucket
- Drive to learn and work with new technologies, tools and techiniques

Experience

Allied Technical Solutions, Toronto - Unity Developer

January 2020 - Present

- Programmed base mechanics and UI for WebGL and Standalone Windows applications using Unity, C# and Javascript
- Implemented and maintained VR mode for a Standalone Windows application using Unity and C#
- Created in-engine editor tools for 3D artists
- Implemented networking functionalities such as Login, Sign Up and data transfers through web calls
- Worked closely with QA, Backend and UI/UX teams to make sure the applications' releases were succesfully reached on time

Centennial College, Toronto - Game Developer

July 2019 - December 2019

- Programmed the mechanics of the experience, actively searching for and eliminating issues/bugs
- Created level prototypes within Unity and assisted artists in understanding each level's needs
- Effectively communicated with project lead, developers and artists

MedTouch Software, Rio de Janeiro - Mobile Developer

March 2013 - August 2017

- Programmed mobile applications for iOS and Android devices with a team of developers
- Effectively communicated with developers and UI designers to ensure the applications' UI was properly implemented

Experience

Centennial College, Toronto - Game Development Advanced Diploma

September 2017 - December 2019

Universidade do Estado do Rio de Janeiro, Rio de Janeiro - Bachelors of Computer Science (2 years)

September 2013 - April 2015

Projects

Visual Spec Builder - Design Application
September 2020

   Visual Spec Builder is a cloud-based tool that allows the user to dynamically configure products in a 3D space to create real-time high-resolution room renderings. It was developed in Unity using C# and Javascript.

- Developed in Unity using C# and Javascript
- Allowed me to improve my skills with networking, VR and UI in Unity

The Best Defense - Bullet Hell Game
December 2019

   The Best Defense is a 3D top-down bullet hell game developed for 2020's Level Up convention.

- Developed in Unity using C#
- Gave me experience working with a larger team

Immersed - VR Experience
October 2019

   Immersed is a VR experience created by Centennial College in partnership with Artscape. It was featured in Toronto's Nuit Blanche in 2019.

- Developed in Unity using C#
- Gave me the opportunity to showcase my work at a big convention

Stop Throwing Things At Me - VR Game
April 2019

   Stop Throwing things at me is a VR arcade game developed by a team of two developers and one artist.

- Developed in Unity with C#
- First VR project I worked on

Unga Bunga - Platformer Game
January 2019

   Unga Bunga is a 2D platformer game developed during 2019's Global Game Jam.

- Developed in Unity using C#
- First time I published a project with a team of developers

Chameleon - Stealth Game
December 2017

   Chameleon is a 2D top-down stealth game and it was designed and developed solely by me.

- Developed using Javascript
- First project I made