



LUCAS MELO

Game Designer & Developer

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📍 Embu das Artes, SP - Brazil

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[github https://github.com/shoyguer](https://github.com/shoyguer)

<https://shoyguer.com/>

EDUCATION

Post degree in Game Design

Cruzeiro do Sul University
Jan 2024 - Dec 2025

Bachelor in Computer Science

São Judas Tadeu University
Jan 2018 - Dec 2021

Electronics Technician Certificate

ETEC Takashi Morita
Jan 2015 - Dec 2017

SKILLS

- Report and Documentation writing - Advanced
- Creativity - Advanced
- Problem Solving - Intermediate
- IA prompting - Intermediate
- Office 365 & Google Workspace - Advanced
- Adobe Creative Cloud - Advanced
- Programming languages:
 - GDScript - Advanced
 - GML Game Maker Language - Intermediate
 - Python - Intermediate
 - C++ & C# - Intermediate
 - JAVA - Intermediate
 - SQL (MariaDB & MySQL) - Intermediate

ABOUT ME

Game Designer, Godot Specialist, and enthusiast, with experience in developing multiple games, from FPS to Strategy, fighting, turn-based RPGs, and more. Godot Teacher & Lead Dev in 3 Projects, created 4 released plugins, and contributed to other 4. Godot Contributor.

WORK EXPERIENCE

Game Designer & Developer

2024 - Current

Self-employed

- Development and implementation of Game Mechanics and UI
- Implementation of 2D and 3D assets, including audio, textures, 3d models, animations etc.
- Code refactoring to make the code up to standard
- Writing readable and complete GDDs for soon-to-be implemented mechanics
- Playtesting & feedback.
- Brainstorming of ideas and mechanics

Solution Analyst III

GENTROP

2022 - 2024

- Communicating with clients to understand their needs, explaining the tools, etc.
- Execution of customer demands using various Salesforce Marketing Cloud tools.
- Developing web applications in Godot 4, Firebase and Firestore to help employees study for certifications while communicating between teams to keep projects on track.

Junior Development Analyst

SELECT - HUMANS FOR ENERGY

2019 - 2022

- Administrative management of the Invenias tool for internal use
- Web, Windows Forms and Office development (VBO, C#, JavaScript, HTML/CSS).
- WordPress website editing and maintenance.

PROJECTS

Godot Games (Working / Worked)

- [Shattered Paradise](#)
- [Fight Life Legacy](#)
- [Tribe of the Accord](#)

Godot Plugins Created

- [StatPool](#)
- [Seed](#)
- [Time Tick](#)
- [Big Number](#)

Godot Plugins Contributed

- [SmoothScroll](#)
- [Dialogue Manager](#)
- [Collision Presets](#)
- [FFmpeg](#)

LANGUAGES

- ENGLISH - C2 | EF SET
- PORTUGUESE - NATIVE
- SPANISH - INTERMEDIATE