Lucas Dias de Souza Quaresma

Game & Level Designer · Systems, Economy and Level Design
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SUMMARY

Multilingual game and level designer (English, Portuguese, Spanish, French). Designed the economy and progression of two licensed mobile games and produced live content for a third, then specialized in level design with a Game Design degree (honors) and a CGMA course in Unreal Engine. Currently expanding into level design for UEFN. Skilled in prototyping, playtesting, balancing economies and core and side loops, and keeping cross-functional teams aligned through clear documentation.

PROFESSIONAL EXPERIENCE

Space Bit Games · Game Designer · Jan 2021 – Feb 2022

- **Benfica Football Merge** (licensed mobile merge idle, Unity, Apr – Sep 2021): design owner of the project. Wrote the GDD from scratch, worked directly with art, product and engineering, and presented to the studio and to the client.
- Designed the core loop, three side loops and the economy (sources, sinks and gates), modelled in modular spreadsheets and validated in Machinations. The premium currency was designed only to shorten waiting times, keeping the free-to-play grind central.
- Closed build in June 2021 and public launch in July 2021. Adjusted definitions with the data collected until September.
- **Arsenal Footvolley** (licensed mobile game, Dec 2020 – Mar 2021): redesigned the card and progression economy with packs of player cards, one stat per card and a two-card equip system that creates builds. Tuned drop rates, rarity and coin rewards, modelled in Excel and Google Sheets. Released in test only.
- **Logic Pic Nonogram** (mobile puzzle, live content, May – Dec 2021): chose pack themes around the core audience (US women, 25 to 48), built daily-login packs of 30 levels at a time, titled every level and checked results with the localization team.
- Two unreleased projects under NDA (Oct 2021 – Feb 2022).
- Ran A/B tests and analyzed gameplay data with cross-functional teams to refine features for retention. Maintained GDDs to align teams on feature requirements.

Space Bit Games · Game Designer Intern · Oct 2020 – Jan 2021

- Helped rework GDDs for key features.
- Conducted competitor analysis and pitched feature ideas.
- Supported in-game mechanics based on player feedback and analytics.

Independent Level Designer (self-directed) · 2024 – present

- Self-directed study of game and level design, with personal projects in progress (2024).
- CGMA Level Design in Unreal Engine (2025): about six one-week levels, documented as studies. The first is a Kamurocho-inspired city district built around landmarks, color and light for navigation.
- Expanding into level design for UEFN (Unreal Editor for Fortnite).

EDUCATION AND TRAINING

Full Sail University · Bachelor of Science in Game Design · Winter Park, FL · Feb 2022 – Sep 2023

- Graduated with honors.
- Capstone: Take Down the Crown (college group project, Unreal Engine). Designed Level 2, Jun – Sep 2023.

CGMA · Level Design in Unreal · 2025

Instituto Brasileiro de Mercado e Comercio (IBMEC) · Bachelor of International Relations · Rio de Janeiro, Brazil · Mar 2014 – Dec 2017

SKILLS

- **Languages:** fluent in English, Spanish and Portuguese; intermediate in French.
- **Engines and tools:** Unreal Engine, UEFN, Unity, Blueprints, Machinations, Excel, Google Sheets, A/B testing, data analysis.
- **Workflow:** Jira, Confluence, Agile/Scrum, Perforce, GitHub.
- **Design:** gameplay mechanics, systems design, economy balancing, level design (blockout, landmarks and wayfinding), LiveOps, GDDs.

EARLIER EXPERIENCE AND ACTIVITIES

KalvelageDistillery · Sales Representative · Jan 2018 – Oct 2019

- Managed client portfolios and looked for brand expansion in supermarkets and hospitality venues.
- Presented competitive advantages to stakeholders, contributing to higher sales and market presence.

Urbano Alimentos · Sales Representative · Aug 2017 – Oct 2019

- Managed 13 major clients and consistently met monthly sales targets.
- Handled logistics and order processing to improve the supply chain and client satisfaction.

Full Sail University · Game Development Club, member, Fall 2022 – Spring 2023 · Game Design Mentor