



Lucas Marossi

02/11/1998

Level Designer & Game Designer

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EDUCATION

Information Systems

FIAP

02/2018 - 02/2021

São Paulo

EXPERIENCE

Game Designer

Mad Mimic

08/2023 - Present

Mark of the Deep

Achievements/Tasks

- Come up with new gameplay scenarios and combat systems
- Balance combat numbers and encounters
- Create innovative and interesting Level
- Clear communication and status update through daily scrums
- Update client in meetings, entirely in English

Associate Level Designer

Hero Create

01/2023 - 08/2023

Fortnite UEFN

Tasks

- Contributed to the creation and presentation of initial ideas for new maps
- Developed and kept Level Design Documents updated
- Utilized Unreal Engine for Fortnite and Maya to create blockouts
- Integrated assets made by the Art and Sound team into the projects
- Conducted playtests and followed up with thorough interviews

FQA Tester

Red Cerberus Brazil

02/2022 - 06/2022

Hogwarts Legacy

Tasks

- Experience working with AAA studios, with direct communication with the developers.
- Reporting bugs through JIRA with detailed descriptions.
- Conducting crosschecks and regression of previously reported bugs.
- Performance checks.
- Utilizing TestRail for specific tasks.

SKILLS

Unreal Engine

Unity

Maya

Gaea

Photoshop

C#

JIRA

Trello

Asana

ClickUp

LANGUAGES

Portuguese



English



Spanish

