

Lucas Cavanna Quero

Level & Game Designer

ABOUT ME

Experienced game developer with four years of background in the industry. Deeply passionate, creative and proactive about gamemaking, evidenced both by successful solo projects and AAA experience at Ubisoft.

Equally comfortable working independently and collaborating with others, finding joy in the creative process of bringing ideas to life within a team setting.

Very excited about the potential of videogames as an artistic medium to connect people, and how its boundaries can be stretched.

WORK EXPERIENCE

Ubisoft - QA/QC

2025 - 2026

Worked on Unannounced AAA Project as a QA/QC intern.

- * Pre-Alpha to Gold pipeline development.
- * Manual testing of Gameplay and Content in a multidisciplinary team.
 - * Main and Side Quests, Locations, Gameplay Ingredients, 3Cs and Bossfights.
 - * Black-Box, Exploratory and Destructive Testing.
 - * PC, Xbox Series and PS5.
- * Bug reporting and maintenance using internal debug tools and JIRA.
- * Build changelist validations (Devtests).
- * Build securing for content validations.
- * Direction of internal Play test sessions.
- * Feedback gathering, organization and presentation to different teams.

Freelance Game Developer

2023 - 2025

Worked helping teams and individuals on precise specific tasks for the design of their projects.

My work included the design and prototyping of multiple aspects of the game, including documentation and in-engine development.

Mage Labs - Designer / Artist

2022 - 2023

Joined Mage Labs as a Designer and 3D Artist in charge of developing and polishing the multiple systems in the upcoming F2P MMO "Versus", and the development of multiple assets and characters.

My tasks consisted of communicating between multiple members of the team, writing and pitching mechanics and features and creating 3D Assets.

EDUCATION

Videogame Design, LCI Barcelona

2019 - 2022

- * Director of final project "Bonelike", winner of Best 3D Videogame at the Lima Web Fest 2022

DETAILS

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LINKS

lucascavanna.com

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[elepunto.it/ch.io](https://www.elepunto.it/ch.io)

[behance.net/lucascavanna](https://www.behance.net/lucascavanna)

SKILLS

Unity

C#

Anvil

Jira

Photoshop

Excel

Premiere

Maya

ZBrush

Aseprite

GB Studio

Marmoset Toolbag

Substance Painter

Substance Designer

LANGUAGES

Spanish (Native)

English (Fluent)

Catalan (Fluent)

German (Intermediate)

HOBBIES

Playing music

Painting

Writing

Languages

History

Geography