



Lucas Cavanna Quero

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ABOUT ME

Experienced game designer with a solid two-year background in the industry. Deeply passionate about game design, evidenced by successful solo projects that have garnered hundreds of downloads.

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

EMPLOYMENT HISTORY

Game Designer, Mage Labs

2022 - 2023, Remote

- * Designing and documenting systems
- * Balancing gameplay in F2P
- * Level & quest design

Game Designer, Freelance

2023 - current

- * Working as consultant
- * Designing and developing systems for PC and Mobile
- * Creating personal games

EDUCATION

LCI Barcelona, Videogame Design

2019 - 2022

Director of final project “Bonelike”, winner of Best 3D Videogame at the Lima Web Fest 2022

LINKS

[My Website](#)
[LinkedIn](#)
[My Games](#)
[Devlogs](#)

SKILLS

Unity
C#
F2P
KPIs
Photoshop
Excel
Premiere
Maya
ZBrush
Aseprite
GB Studio
Marmoset Toolbag
Substance Painter
Substance Designer

LANGUAGES

Spanish (Native)
English (Fluent)
German (Intermediate)