

NATHAN DE LUCCA

Game Designer

Curitiba, Brazil · +55 41 98485-3693 · nathan@nathandelucca.com · nathandelucca.com · linkedin.com/in/nathandelucca

SUMMARY

Game Designer with over 5 years in game development and a commercially shipped title on Steam (Elemental Brawl, 2026). Focused on systems, combat and balancing design, with production experience. I started in 3D art and followed a studio from prototype to launch.

EXPERIENCE

Mayor Games — Curitiba, Brazil (hybrid) · Jan 2021 to Jun 2026

Game Designer | Jun 2022 – Jun 2026

- Responsible for the element combination system of Elemental Brawl, a multiplayer party fighter released on Steam
- Designed each combination balancing what players expect and what can still surprise them; created the design pillars that guided gameplay and visual identity
- Designed the game's maps and handled combat, movement and balancing, iterating through playtests and player feedback
- Selected the game's music and sound effects

Production Assistant | Feb 2024 – Jun 2026, alongside design

- Planned the schedule with the director, estimating task times with the team and adjusting priorities; organized work in Jira and Trello
- Assigned tasks and followed the team's day-to-day progress when the director was unavailable

3D Character Animator | Feb 2021 – May 2023

- Rigged and animated characters in Blender, implementing them in Unreal Engine 5

3D Modeling and Animation Intern | Jan 2021 – Feb 2021

- Modeled and animated characters for new concept prototypes (mobile, Unreal Engine 4, ZBrush)

SHIPPED TITLE

Elemental Brawl — Mayor Games / indie.io · Steam, 2026 · store.steampowered.com/app/1075880

SKILLS

- Design: systems, mechanics, balancing, combat, level design, prototyping, playtesting, GDD
- Tools: Unreal Engine 5, Blender, ZBrush, Jira, Trello

EDUCATION & LANGUAGES

Associate Degree in Digital Games (Tecnólogo) — Universidade Positivo
Portuguese (native) · English (advanced)