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(LinkedIn)

www.lucafortino.com.br (Portfolio)

www.lucafortino.com.br
(Personal)

Top Skills

Artificial Intelligence (AI)

Full stack development

Team Leadership

Languages

English

Portuguese

Spanish

Certifications

Gestão de Produtos Digitais

Java

Advanced AI For Games with Goal-Oriented Action Planning

Learn Unity's Entity Component System to Optimise Your Games

Design Thinking

Lucca Fortino

Full Stack Developer | Artificial Intelligence | Problem Solver |
Innovation Specialist | Product Management

São Paulo, São Paulo, Brazil

Summary

I am a software developer with over 20 years of experience, driven by the passion to use technology to transform complex challenges into innovative solutions.

With a background in Digital Design and extensive experience in programming across various languages, coupled with solid knowledge in product management and software development, I possess an entrepreneurial vision. My ability to understand and manage the entire product lifecycle, along with my experience in leading development teams, allows me to develop complete projects, from the initial idea to final execution, always with a focus on excellence and innovation.

Currently, I am completing a postgraduate degree in Artificial Intelligence and have several courses in Product Management. My technical skills include React, React Native, Node, PHP, C#, JavaScript, Python, Java, and databases. These are some of the skills I utilize to achieve and exceed set objectives.

I am seeking opportunities to apply my skills in projects that make a difference in people's lives.

I have a strong interest in leading and creating new projects, but I am also enthusiastic about the possibility of contributing as part of an established team, helping to achieve common goals and make a difference.

Experience

BullBear

Co-founder and Technical Leader

November 2023 - Present (9 months)

As a Co-founder and Technical Leader at BullBear, I am responsible for overseeing all technological processes, management, and innovation. I lead the development of cutting-edge solutions tailored to the needs of companies in the investment market. My role encompasses strategic planning, project management, and ensuring the integration of innovative technologies to enhance operational efficiency and drive business growth. I also mentor and guide the technical team, fostering a culture of continuous improvement and excellence.

Playgig

1 year 7 months

Lead Programmer

July 2023 - December 2023 (6 months)

Led a dynamic team to orchestrate and implement user-centric functionalities. Managed the development of features related to user accounts, player progression, in-app purchases, achievements, and matchmaking logic. Demonstrated strong leadership in guiding the team through challenging and innovative projects while actively participating in the development process.

Senior Game Engineer

June 2022 - July 2023 (1 year 2 months)

Spearheaded the creation of innovative gameplay features, enhancing the overall user experience. Coordinated and managed network development tasks to ensure seamless player connections to dedicated servers. Exhibited strong problem-solving skills and optimized system performance, while leading and mentoring other team members.

Afterverse

Lead Technical Artist

November 2021 - June 2022 (8 months)

Supervised and organized task creation, defining and overseeing their development with the team to ensure optimal performance. Provided personal guidance and mentorship to team members, fostering their professional growth. This role highlighted my leadership skills in managing a technical team and ensuring high performance.

INSANE

6 years 2 months

Lead Gameplay Engineer

February 2020 - November 2021 (1 year 10 months)

São Paulo Area, Brazil

Led the programming team in developing gameplay features, managing the roadmap, sprints, and task creation. Actively participated in task execution, ensuring a hands-on leadership approach. Demonstrated my ability to lead and manage complex projects from conception to completion, fostering innovation and teamwork.

Senior Game Engineer

October 2015 - February 2020 (4 years 5 months)

Served as the lead programmer in various projects, overseeing end-to-end development. Developed databases, APIs, libraries, and tools for games and mobile applications. This role showcased my versatility, technical proficiency, and leadership in driving project success and mentoring team members.

F10 Desenvolvimento De Software E Consultoria

Senior Game Engineer

January 2015 - July 2015 (7 months)

Contributed as a senior programmer, providing crucial technical insights for implementations. Enhanced project performance and scalability while leading technical discussions and mentoring junior developers.

Webcore Games

Mid-level Game Engineer

November 2013 - December 2014 (1 year 2 months)

São Paulo , Brazil

Played a key role in developing essential features and UI elements. Implemented sophisticated UI systems and animations to enhance user experience. Led efforts to improve project workflows and mentored others developers.

INSANE

Mid-level Game Engineer

March 2012 - November 2013 (1 year 9 months)

In my capacity as a Mid-Level Game Engineer, I played a significant role in crafting features across various projects. A standout achievement was my proficiency in creating animated interfaces, breathing life and substantial appeal into the products we developed. My contribution went beyond traditional programming, adding a dynamic and engaging dimension to the user experience.

Grafikonstruct

Front-end Developer and Motion Designer

July 2008 - March 2012 (3 years 9 months)

Developed numerous projects using Flash/ActionScript/HTML5, focusing on experimental visuals and rich interface animations. Led creative projects, pushing the boundaries of design and user engagement.

Fess'Kobbi

Front-end Developer and Motion Designer

June 2007 - June 2008 (1 year 1 month)

Using Flash/ActionScript technology, I led the development of numerous promotional websites as part of marketing campaigns. My responsibilities included creating engaging and visually compelling online spaces that effectively conveyed promotional messages.

Education

FIAP

Postgraduate Student, Artificial Intelligence for developers · (January 2024 - December 2024)

Digital House Brasil

Digital Product Management · (2020 - 2020)

Escola PM3

Specialization, Digital Product Management · (January 2019 - December 2019)

Universidade Anhembi Morumbi

Design Digital, Design Digital e Multimídia · (2004 - 2008)