Lucas de Brito dos Reis

|  |
| --- |
| [lucas.brito.reis@hotmail.com](mailto:lucas.brito.reis@hotmail.com); Linkedin - ícones de mídia social grátis @lbreis;  Rio de Janeiro, Brazil |

**EDUCATION**

Bachelor’s Degree in Applied Mathematics | Fundação Getúlio Vargas | 2017-2019

* Best GPA among the 2019 Undergraduates

Course “Culture française et européenne: héritage et modernité” |Sorbonne Université | 2019

**SKILLS AND SOFTWARE**

* Unity Development – C#
* Data Analysis – SQL, Python, R, Excel
* Data visualization software – Looker, Amplitude
* Versioning software - Git

**AWARDS**

* Medals at National Olympiads in Math, Physics, Programming and Robotics
* Winner of Game Jam Plus with the game “Maloom”

**LANGUAGES**

**English – Fluent**

**French - Intermediate**

**Brazilian Portuguese– Native**

**WORK EXPERIENCE**

**Associate Product Manager II – Wildlife Studios**

May 2021 – Current; 10 months

* Sniper 3D - Product Manager leading the Live Operations and Monetization squads
* Unannounced Project – Writing the GDD and acting as Product Manager for a 2-month long prototype, which was further approved to Alpha by Wildlife

**Data Analyst – Monetization – Wildlife Studios**

Jan 2021 – Jun 2021; 6 months

* Planning and operation of special offers to optimize revenue on Sniper3D
* Developing a simulator to forecast revenue and low-level metrics on multiple scenarios given Game Director’s inputs
* Cross-game analysis, identifying opportunities to impact specific metrics and different player segments across our entire portfolio

**Associate Data Analyst – User Acquisition – Wildlife Studios**

Dec 2019 – Jan 2021; 1 year and 1 month

* Mathematical modeling of confidence level for multiple-experiment AB tests, which was used for all games in the company
* Study of the top 7 different distribution channels, identifying opportunities that increased the IPM of creatives in over 20%

**Independent Game Developer**

Jun 2011 – Dec 2019; 8 years and 7 months

* Developing over 20 prototypes in Unity as Product Manager, Game Designer and Programmer
* Participation in at least 10 Hackathons in multidisciplinary teams and solo
* Solo development of "I am Bullet” – 48h project published at Kongregate.com