

# ROMMEL LUCAS

## GAME DESIGNER

### PORTFOLIO

[www.metaduniya.com/rommel-lucas](http://www.metaduniya.com/rommel-lucas)

### ABOUT ME

[www.metaduniya.com/rommel-lucas-about](http://www.metaduniya.com/rommel-lucas-about)

### CONTACT INFORMATION

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### SKILLS

#### Game Design

Level Design  
Writing / Maintaining Design Documents  
Game Balance  
Pacing  
Event Scripting  
Prototyping  
Analytics  
User Flow  
Conducting playtests

#### Level Editors

Unity  
Warcraft 3  
Age of Empires 2 Map Editor

#### Programming

C#  
Java Script  
ABAP  
JASS  
ActionScript  
GML  
C++

#### Software

GIMP  
Visual Studio  
Adobe Illustrator  
Audacity  
Microsoft Office & Google Docs  
SAP

### EXPERIENCE

#### MetaDuniya Games Studio

Game Designer and Programmer  
(December 2017 – Present)

#### Accenture LLP

Application Development Senior Analyst  
(October 2011 – December 2017)

- Worked in multiple projects from requirement analysis phase to roll out and maintenance.
- Writing, maintaining, referencing Functional design documents and functional specifications
- Worked in Projects of varying sizes from 3 to 1200+ people.
- Worked for Multi-Billion Dollar Clients from various locations

### EDUCATION

#### Bachelor of Engineering

Bachelor of Engineering in Information Technology from Mumbai University  
(Graduated 2011)