NICHOLAS DE LUCCA

Senior Game Producer

Curitiba, Brazil (UTC-3) · Remote · flexible hours
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Open to senior producer roles

WHAT I DO

For over 10 years I have been leading teams of different sizes and shapes: from a few people in the same office to more than 300 volunteers across four states and a 50+ person company spread over different time zones. I make sure everyone is heard, from the developers to the investors, the publisher and the players, and then I make it happen.

I know how to put out fires, how to prevent them, and how to keep things on time when the plan inevitably changes. At PACER that meant a boarding system running 24/7 at about 100 airport gates, and I often fixed issues myself.

When a project is in trouble, I give the team a direction and the stakeholders a date, and we ship. INKI was months late and its investor was about to pull out when I took it over: I set a new date, we launched on it, and the investor then increased the investment.

Most recently I took Elemental Brawl from a two-person prototype to its Steam launch with indie.io: the publishing deal, the Next Fest demo, the launch and three updates in the six months after it. Along the way I raised money, worked with the publisher and kept the team and the players on the same page.

I also have a solid technical background. I have coded since my teens and studied Information Systems before moving into production. I still build my own tools, these days with Claude Code, and I use AI to help people spend their time on what they do best, never to replace them.

I would love to talk about how I can help your team ship.

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AT A GLANCE

10+ years leading teams

50+ FTE at PACER — *grown from zero, across time zones*

10 FTE game studio — *managed at Mayor Games: 3 engineers, 4 artists, 2 game designers and 1 sound designer, plus contractors*

~100 gates live 24/7 — *at Azul, running our boarding system with regular releases; I often fixed issues myself*

US$1M+ raised — *in private investment for Mayor Games*

300+ volunteers — *coordinated across four states, 2013 to 2015*

IN LEADERSHIP ROLES SINCE 2013



TOOLBOX

PRODUCTION	Jira · Perforce trialed · Git LFS · GitHub Actions · Steamworks
ENGINES AND PLATFORMS	Unreal Engine since 2017 · Unity · Godot · Epic Online Services · Console dev kits
AI AND AUTOMATION	Claude · Claude Code · MCP servers my own · Ollama · Docker · Grafana

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Game producer with ten years running production as a studio co-founder. When a project is in trouble, I give the team a direction and the stakeholders a date, and we ship: a Steam launch with a publisher, console ports on dev kits with the publisher (not released), teams of 10 and 50+ people, and more than US$1 million raised.

Selected shipped work: Elemental Brawl (Steam, 2026, publisher indie.io) · WaveMaker (Azul, ~100 airport gates) · INKI (Android, 2016) · The Stanley Parable (Brazilian Portuguese localization, 2013)

PRODUCTION HIGHLIGHTS

- **People management:** managed 10 direct reports at Mayor Games (3 engineers, 4 artists, 2 game designers, 1 sound designer) plus contractors; grew PACER from 0 to 50+ full-time staff, hiring and leading the teams.
- **Stakeholders:** reported to investors at PACER and Mayor Games; negotiated the publishing deal with indie.io and ran its milestones; delivered for an enterprise client (Azul); managed outside contractors.
- **Turnarounds and hard calls:** took over INKI when it was months late and its investor was about to pull out, then set a new date and launched on it (10,000+ downloads in two months); stopped Outerfields when its scope outgrew the studio and moved the team to the game that shipped.
- **Build and release:** managed Unreal Engine builds since 2017, from internal milestones and playtests to public releases; took Elemental Brawl's Next Fest demo, Steam launch and 3 updates in its first 6 months through the studio's build pipeline, with bug triage with QA, release notes and known issues; Jira for planning, Git LFS for source control.
- **Console ports:** drove the Switch, PlayStation 5 and Xbox Series X|S ports with the publisher, on remote dev kits (not released, for financial reasons).
- **Technical orientation:** Information Systems studies and coding since my teens; owned the Epic Online Services integration (matchmaking, cross-save, voice chat, friends list) from spec to delivery with engineering.

EXPERIENCE

Mayor Games · Producer, Creative Director & Co-founder — Sep 2016 – Jul 2026

- Took Elemental Brawl, an online multiplayer brawler in Unreal Engine 5, from a two-person prototype to a Steam release with publisher indie.io (trailer on IGN).
- Owned schedule, scope and risk against the publisher's milestones; ran bug triage with QA and wrote the release notes and known issues.
- After launch, shipped balance updates, new features and new levels for Elemental Brawl and INKI.
- Raised more than US$1 million in private investment.
- Directed Outerfields, a co-op shooter in Unreal (2017–2021).

PACER · Project Lead, UX Director & Co-founder — Aug 2018 – Jun 2021 · alongside Mayor Games

- Delivered WaveMaker, our own AI boarding system running 24/7, from a one-airport pilot to about 100 Azul gates ("Blue Carpet"), cutting boarding waits by about 25%; shipped regular releases and ran support, often fixing issues myself.

ACJogos-PR · Director & Co-founder (part-time) — Aug 2024 – present

- Co-founded Paraná's game creators' association: more city funding for free and subsidized game classes in Curitiba, more state funding for games, and the first mapping of the state's game industry, co-produced with Sebrae.

AI AND AUTOMATION

- **How I use it:** AI is there to help people, not to replace them: it takes the work outside someone's expertise so they can focus on what they do best. With Claude Code agents and local models (Ollama) I built two game prototypes in Godot in 2026 (one with peer-to-peer online play, built in a day with 113 automated tests), a native Mac app and a news reader.
- **Tooling:** my own MCP servers give agents controlled access to files, notes and chat; CI tests every change.
- **Guardrails:** nothing is merged, sent or published without my approval; anything an agent reads is treated as data, never as instructions; agents never handle credentials; no AI-generated art has shipped in my games.

EDUCATION

Technology Degree (Tecnólogo), Digital Games, Universidade Positivo, 2016–2020. Graduated top of class.
Information Systems (bachelor's program), UTFPR, 2011–2013; transferred to Digital Games after volunteer work.

SKILLS

Tools: Jira, Grafana, Git and Git LFS, Perforce (trialed), GitHub Actions CI, Docker, Notion, Claude Code, MCP servers, Ollama.

Platforms and engines: Steamworks, Google Play Console, Epic Online Services; Switch, PlayStation 5 and Xbox Series dev kits; Unreal Engine (since 2017), Unity, Godot. **Languages:** English (fluent), Portuguese (native).