Nicholas de Lucca

Senior Game Producer

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Game producer and studio co-founder with over a decade making games. Built Mayor Games from a two-person prototype team into a studio with a commercial release, owning production, game direction, fundraising and the publishing deal. Also co-founded ACJogos-PR, the game industry association of Paraná, and PACER, whose AI boarding system shipped with Azul airlines.

Shipped titles: Elemental Brawl (Steam, 2026, producer and director) · INKI (Android, 2016) · The Stanley Parable (Brazilian Portuguese localization, 2013)

EXPERIENCE

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

- Produced and directed Elemental Brawl (Steam, 2026, publisher indie.io), an online and local multiplayer game in Unreal Engine, owning schedule, scope and the team's pipeline.
- Built the game's cross-platform online in UE5 with Epic Online Services: matchmaking and online play across PC, Switch, PlayStation and Xbox, plus cross-save, EOS voice chat and Epic friends list. Drove the console port on remote dev kits; the console release was ultimately not shipped for financial reasons.
- Raised more than US$1 million in private investment and negotiated our publishing deal, comparing offers before signing with indie.io, whose launch campaign put our trailer on IGN and our demo in Steam Next Fest.
- Built and led a multidisciplinary team of around 10 people, running production in Jira and version control in Git.
- Shipped INKI on Android, past 10,000 downloads in its first two months, and led design and production across multiple prototypes.
- Directed and produced Outerfields, an ambitious co-op shooter developed over several years and ultimately shelved. Owned its scope, team and the call to stop.

Co-founder, Project Lead & UX Director, PACER Aug 2018 - Jun 2021

- Co-founded Pacer to build WaveMaker, a floor-projection airplane boarding system driven by a computer-vision model trained in house to sequence passengers into the fastest boarding order.
- Hired and led the teams day to day against tight deadlines and heavy uncertainty, and owned the UX from concept through launch.
- Took part in demos and negotiations with executives at major Brazilian airlines. Azul deployed the system in Brazil as "Blue Carpet" across around 100 gates, cutting boarding wait times by about 25%, and later partnerships took it to international airports, including Rome.

INDUSTRY LEADERSHIP

Co-founder & Director (part-time), ACJogos-PR Aug 2024 - Present

- Co-founded the game creators association of Paraná. Co-produced the first mapping of the state's game industry with Sebrae, Brazil's national small-business support institution, and represent local studios with government, business and events such as gamescom latam.

EARLIER

- Brazilian Portuguese localization of The Stanley Parable (2013), done directly with creator Davey Wreden. Credited in the release.
- English teacher at Fisk (2016). Reached fluency self-taught and passed the school's selection without a formal certificate.
- Coordinated more than 300 volunteers across four states in northern Brazil in a full-time leadership role (2013 - 2015).

EDUCATION

Technology Degree (Tecnólogo), Digital Games, Universidade Positivo 2016 - 2020

Class representative, graduated top of class. Co-created Chuvitiba, 1st place at the Game Curitiba contest (2016).

SKILLS & LANGUAGES

Production: scope and schedule ownership, Jira, Git, agile pipelines, console porting, cross-platform online (EOS). **Engines:** Unreal Engine (hands-on blueprints), Unity. **Business:** publishing negotiation, fundraising, stakeholder management.

Languages: Portuguese (native), English (fluent).