

Luna R. Araújo

Game Developer · Web Developer

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SUMMARY

Game developer with 5 years shipping across Godot, Pixi.js/TypeScript, Unity and Unreal, from browser games to Steam, adapting quickly to each studio's engine and pipeline. Shipped 8 commercial web games in production, led Godot development at Educar Games, and founded an independent game studio.

EXPERIENCE

Lucky Luna Studios

2026 – Present · Remote

Founder & Lead Developer

- Founded an independent studio developing slot games for the Stake Engine platform, owning design, game math and client development end to end
- Built an in-house Godot production pipeline that automates game-math configuration, reducing per-game production cost to support a high release cadence
- Structured a revenue-sharing model with freelance artists, scaling art production without fixed costs

Caleta Gaming

Sep 2025 – Sep 2026 · Florianópolis

Game Developer (Front End)

- Shipped 8 released casino titles with Pixi.js and TypeScript: 3 slots, 4 video bingos and 1 table game
- Implemented core mechanics including cluster pays, tumbling, pay-anywhere grids, progressive multipliers, free spins, Hold & Win, jackpot tiers and multi-hand blackjack
- Contributed to game design on every title, from concept to release

Freelance

Remote

Godot Developer

- UI development and game systems for client projects

Educar Games

Apr 2024 – Jan 2025 · Remote

Lead Godot Developer

- Led Godot development, designing core game systems and UI
- Developed game projects in Unreal Engine
- Built the company's video platform

Secretaria de Estado da Fazenda (SC)

Apr 2022 – Apr 2023 · Florianópolis

C# Developer

- Built internal tools used by the customer support team
- Maintained and extended legacy services using ASP.NET, .NET Framework and Oracle DB (PL/SQL)

Zipper

Mar 2021 – Dec 2021 · Florianópolis

Full Stack Developer Intern

- Developed an e-commerce platform

PROJECTS

Casino games — Caleta Gaming (design & development)

- **Golden Boom** — pay-anywhere slot with tumbling and escalating free-spin multipliers; Stake Engine exclusive, 2026
- **Cluster Cup** — high-volatility 7x7 cluster slot with tumbling, progressive multiplier and free spins, 2026
- **Tiger Bingo** — video bingo with Extra Balls, Hold & Win and three jackpot tiers; Stake Engine exclusive, 2026
- **Blackjack Joker** — multi-hand blackjack table game with splits, double down and insurance, 2026
- Also shipped: **High Bounty** (slot, 2026), **Boteco Bingo** (video bingo, 2026), **Zen Tiger Bingo** (video bingo, 2026), **Sugar Bingo** (video bingo, 2025)

Indie & game jams

- **Quasar** (Steam) — bullet-hell space opera with 27 levels and ship customization; developer & game designer, 2021
- **Pablo the Pigeon** — adventure game with ground and flight mechanics, made in two weeks for PET Jam (PET-UFRGS); project lead · *Best Gameplay*, 2024
- **Froggo the Frog** — 3D platformer in Unity with tongue-swinging and online leaderboard, made for olc::BeatTheBoredom; project lead · *Most Fun Game*, 2020
- More Unity jam games — **XIAO ARENA** (Ludum Dare 42), **REFLEXUM** (Mirror Jam, 2019), **ShootyBoy** (solo 2D arcade shooter) and **Short Ball of Spikes Boy** (Juice Jam II, gameplay programming)
- **Low Poly RPG Assets** — rigged low-poly Blender asset pack for Unity, rated 5/5 on itch.io
- Multiplayer — mobile and FPS prototypes in Unity with authoritative-server netcode; Godot title in development

TECHNOLOGIES

Game engines & frameworks: Godot, Unity, Unreal, Pixi.js, Phaser, Blender (3D modeling & animation)

Web & backend: JavaScript, TypeScript, Python, Node.js, Vue, .NET, ASP.NET, PL/SQL

Tooling & practices: Git, Vite, Webpack, automated testing

EDUCATION

Unisul, Florianópolis

2020 – 2024 · Unfinished

Bachelor's Degree in Information Systems

LANGUAGES

Portuguese — Native | English — Advanced