

LUCAS HOELZLE

Junior Unreal Engine / Gameplay Developer

Lisbon, Portugal | Open to 100% remote junior opportunities

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Portfolio: lucashoelzle.pages.dev

linkedin.com/in/lucas-hoelzle-891b10145 | Portuguese: native | English: B2

PROFILE

Junior Unreal Engine developer transitioning into game development, focused on Blueprint gameplay programming and systems integration. I develop and test playable prototypes with reusable interactions, objective logic, UI and saved settings. Technical background in Electronics and Telecommunications, with professional experience in technical, operational and customer-facing environments.

PRACTICAL TECHNICAL SKILLS

Gameplay: Unreal Engine 5, Blueprints, Enhanced Input, Actor References, Custom Events, Event Dispatchers, Timelines, overlaps, casting, GameMode / GameInstance.

UI & data: UMG, HUDs and menus, Structs / Data Tables, SaveGame, Sound Class / Sound Mix.

Environment & tools: Landscape / Splines, PCG configuration, Niagara integration, materials, lighting / Lumen, Git / GitHub.

SELECTED INDEPENDENT PROJECTS

Core Escape

Stable prototype v1.0 | Unreal Engine 5.8.3 | [Project breakdown](#)

- Implemented core pickups, terminal interaction, Event Dispatchers and a central objective loop: collect 3 cores, activate 3 terminals and escape within 150 seconds.
- Integrated a live HUD, menus, victory / defeat and replay, Data Table rules and persistent master-volume settings with GameInstance / SaveGame.
- Adapted and tested gameplay in an existing modular sci-fi environment.

Velocity Rivals

Free-driving prototype v0.1 | Work in progress | [Project breakdown](#)

- Assembled and iterated on buggy gameplay, UMG vehicle feedback and boost / temperature systems; sculpted desert terrain and routes with Landscape / Splines.
- Configured PCG rock / vegetation placement, route markers and a reusable Blueprint-triggered Niagara mud / water interaction.

First Person Gameplay

Playable learning prototype | Blueprint fundamentals | [Project breakdown](#)

- Built 12 progressive gameplay modules and integrated platforms, doors, an elevator, pickups, health / damage, interactions, scripted patrol and a final goal.
- Implemented checkpoint / respawn and a health HUD using Actor References, Custom Events, Enhanced Input and Timeline-driven movement.

Independent portfolio projects. External art assets are credited in the project documentation; my focus is gameplay logic, configuration, UI and systems integration.

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Professional background & continued learning

PROFESSIONAL EXPERIENCE

Airport Security Officer

Securitas LDA | Lisbon | 2021 - Present

- Security control, baggage screening and access management in restricted areas.
- Operation of screening equipment and strict adherence to procedures, with a high level of attention to detail and responsibility.

Customer Contact Manager

NOS Portugal | 2020 - 2021

- Customer service, resolution of challenging situations and clear communication.
- Created sales opportunities and maintained company standards.

Electronics Technician

Imatrix / Telefax | 2016 - 2021

- Maintenance of CCTV systems and electronic equipment.
- Assembly, soldering, fault diagnosis and technical problem solving.

Additional experience

Prosegur / Securitas | Sport Zone | Empark

- Operational roles, customer-facing work and operation / maintenance of systems and equipment.

EDUCATION

Technical Course in Electronics and Telecommunications

Escola Profissional Val do Rio | 2013 - 2016

IT Operator

Escola Secundária Fernando Lopes da Graça | 2010 - 2013

Self-study / online courses in digital tools and game development.

GUIDED LEARNING & DEVELOPMENT

RunnerTemp - Guided Endless Runner learning project (Mobile & PC). Followed a tutorial / course to consolidate Unreal Engine, Blueprint scripting, gameplay nodes and UMG concepts.

Project-based learning: implement a mechanic, understand its execution flow, debug, playtest and integrate it into a complete scenario.

ADDITIONAL SKILLS

Basic HTML, Microsoft Office, Adobe Premiere Pro, Canva, CapCut, Clipchamp, web / no-code tools, generative AI and prompting.

Self-directed learning, adaptability, troubleshooting, analytical thinking, attention to detail, organization, communication and teamwork.