LUCAS GUICHARD

GAMEPLAY PROGRAMMER

Looking for an apprentice ship starting from september 2025

Morning at school/ Afternoon at work

EXPERIENCE

INTERNSHIP - LEVELUP BY IIM

2 Month - 2024 Kourou Space Program - Unity - VR - Networked Multiplayer

- Core **gameplay mechanics**
- C# systems and editor tools
- **Unity Relay** setup and overview

GAMEPLAY PROGRAMMER

1 Month - 2023 Iridescence - MOBILE GAME - UNITY - Puzzle Game - ITCH.IO - PLAY STORE

- Made in Unity using C#
- Worked on **core gameplay mechanics**
- Unity **tools** for game designers' quality of life during implementation

LEAD GAMEPLAY PROGRAMMER

6 Months - Now Black Sands- FPS - UE5

- Made in Unreal Engine 5 using a mix of C++ and Blueprint.
- Complex components with intuitive tools for Game Designers.
- Meshes and textures optimizations

EDUCATION

VIDEO GAME PROGRAMMING BACHELOR

- Gameplay programmation basics.
- Reworked personal investment to match work expectations.
- Teamwork workflow management and spirit.
- Thirst to learn more via experience.

2021- 2025 IIM PARIS

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Saint-Germain-En-Laye

Lucas Guichard

DisturbedBanana

Itch.io

Portfolio

SKILLS

Hard skills :

- **Unreal Engine**
- **C++**
- Unity
- C#

Soft Skills :

- Attendance
- Teamwork
- Rigor
- Determination

HOBBIES

Video games :
FPS - CS:S, HL2, R6S
Racing - F1, Forza, Asseto Corsa, Dirt, WRC

Motorsports : F1 - GT3 - LMP2 - WRC