

# Floreau Luca

## Game Developer

### My goal

I want to create games accessible to all and playable anywhere to share this passion with everybody.



### Main formations

**Bachelor Games Programming** / SAE Institute  
2018-2022 / [Geneva, SWITZERLAND](#)

- Learning programming
- Game design
- Communication

**Scientific Baccalaureate** / Lycée Saint Joseph  
2015-2018 / [Thonon-les-bains, FRANCE](#)  

- Compulsory education
- Mathematical option
- Admitted Mention Good

### Others formations

**Cambridge English Level 1 Certificate** / Cambridge  
2018 / [Thonon-les-bains, FRANCE](#)

**Summer School Jeu Video 3D** / Isart Digital  
2017 / [Paris, FRANCE](#)

- Learning Unity 3D for 2 weeks

**Summer School Jeu Video 2D** / Isart Digital  
2016 / [Paris, FRANCE](#)  

- Learning Construct 2 for 2 weeks

### Internship

**Developer on the Carezheimer project** / UNIGE  
2020 / [Geneva, SWITZERLAND](#)

- Development of an educational game

### Game Jam

**SpringMan** / MizJam 2020  
August 2020 / [Online](#)

**The Unstoppable Mr.Starr** / SAE Game Jam 2020  
June 2020 / [Online](#)

**Kevin is Angry** / Global Game Jam 2019  
January 2019 / [Geneva, SWITZERLAND](#)

### Hobbies

- Video games
- Artificial intelligence
- Piano

### Contacts

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**Portfolio :** [floreauluca.github.io/portfolioenglish.html](#)

**Birth :** 24/09/2000 in Evian-les-Bains

### Competences

#### Languages

English B2



German B1



#### Computer science

Unity 3D



C++



Magical Voxel



Illustrator



Blender

