

# LUCAS DEUTSCHMANN

THIRD-YEAR GAME DESIGN STUDENT

## PROFILE

Extremely passionate, I thrive to improve my skills as a Game Designer and Level Designer. I am confident in my ability to work in a team, I enjoy being able to lend a helping hand and working together.

## CONTACT

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 53 Rue De Mons  
Valenciennes ,59300,  
France

## SKILLS

### Software

Unity/ Unreal Engine  
Git

### Coding

C#

### Game Design

Game Conception  
Level Design  
Game Mechanics

### Languages

French (native)  
English (professional and  
conversational)

## PROJECTS

- **I Need A Hero**  
2020  
Action Adventure Game / Team Project / Unity  
In charge of programming and implementing new features such as puzzle elements and ennemies.
- **Speed Painting**  
2020  
Game Jam / Unity  
Designing gameplay features and creating levels
- **Lifton And Cook**  
2019-2020  
Roguelike / Team Project / Unity  
In charge of programming and implementing new features such as local multiplayer and basic procedural generation.
- **Dino Hunt**  
2018-2019  
Boardgame / Team Project  
Designing gameplay features and mechanics

## EDUCATION

- **Rubika / Valenciennes**  
2018 - CURRENT  
Game Design Bachelor's Degree
- **Lycee Francais de Bruxelles**  
2012-2018  
High School Diploma in Science

## HOBBIES

Video Games | Films | Skate Boarding