

LUCAS DEUTSCHMANN

Game and Level Designer

CONTACT

 +32 492 79 20 99

 lucdeutsch@gmail.com

EDUCATION

Game Design and Management Master's Degree

2018-2023

*Rubika Supinfogame
Valenciennes- France*

High School Diploma in Science 2018

*Lycée Français Jean Monnet
Brussels- Belgium*

SKILLS

- Teamwork
- Problem-solving
- Versatile
-

LANGUAGES

- French (Native)
- English (Fluent)

PORTFOLIO

<https://ldeutschmann.github.io>

WORK EXPERIENCE

GAME AND LEVEL DESIGNER INTERN

GAMELOFT PARIS- Gamelab

November 2023 - April 2024

- Create levels using the game engine
- Research and take away information from similar games
- Prototype and implement new gameplay elements
- Work with artists on implementation and decortation

PROJECTS

GAME AND LEVEL DESIGNER

All Is Gray - 5th year Project

Turn Based Narrative Stealth Game

2022-2023

- Create levels using Unreal Engine
- Manage difficulty curve for a narative experience
- Create interesting challenges around a fog of war
- Implement environmental story-telling

GAME AND LEVEL DESIGNER

Overstrike Arena - 4th year Project

First Person Platformer Arena

2021-2022

- Design platforming challenges in a first person arena
- Implement a tutorial for new players
- Create interesting navigation paths using inovative gameplay features

WORKING HOLIDAY IN AUSTRALIA

WAITSTAFF / RUNNER

Casa Ristorente Italiano, Sydney

June 2024 - August 2024

- Work fast and efficiently
- Work in a team
- Adapt to different situation
- Handle stress and responsibilities
- Collect customer feedback