

# LUCAS DEUTSCHMANN

FOURTH-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.

## HARD SKILLS

### Prototyping & Programming

I am able to prototype new mechanics and ideas using **Unity Engine** and **C#** as well as **UE4** and **blueprints**.

### Level Design

I can create levels using blocking within **UE4** or **Unity**.

### Versioning

I am familiar with source control using **Git Kraken** and **Sourcetree**

## SOFT SKILLS

### Teamwork

I am used to working in **team projects** and with people from different specialties or lines of work.

### Listening and agreeable

I am always willing to lend a **helping hand** and to take **advice** or **feedback** from co-workers.

### Joyful

I enjoy working in a **pleasant environment** and to have **good relations** with my co-workers

## CONTACT



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Valenciennes ,59300, France

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Beersel , 1620, Belgium

## 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 enemies.

### 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 simple procedural generation.

### Dino Hunt

2018-2019

Boardgame / Team Project  
Designing gameplay features and mechanics

## EDUCATION

### Rubika / Valenciennes

2021 - CURRENT

Game Design Master's Degree

### Rubika / Valenciennes

2018 - 2021

Game Design Bachelor's Degree

### Lycee Francais de Bruxelles

2012-2018

High School Diploma in Science

## HOBBIES

Video Games | Films | Skate Boarding

## PERSONAL WEBSITE

<https://ldeutschmann.github.io>