

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** as well as Perforce

SOFT SKILLS

Teamwork

I am used to working in **team projects** and with people from different specialities 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.

Versatility

Having skills in **prototyping**, **Level Design** and **Game Design**, I am able to effectively work with programmers and other game designers.

CONTACT



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Valenciennes ,59300, France

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PROJECTS

Overstrike Arena

2021-2022

First Person Shooter / Team Project / Unity
Designing gameplay features and creating levels

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.

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>