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** aswell 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

41 KerkveldStraat
Beersel , 1620, Belgium

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 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 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