

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



+33 6 99 85 89 27



lucdeutsch@gmail.com



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 (proficient)

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
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>