

# Louis Lascelles-Palys

✉ Email    GitHub    LinkedIn    Portfolio

## Work Experience



### Jobreel

Full Stack Developer

2024—2025

End-to-end development of Jobreel's core application and admin panel, architecting solutions using Vue.js, Node.js, and MongoDB. Drove technical and UI/UX improvements across the full development stack.



### Misfits Gaming Group

Senior Video Editor & Motion Designer

2018—2021

Spearheaded video editing and motion design across multiple premier esports divisions, including the LEC, CDL, and OWL teams. Managed and mentored a team of editors while traveling extensively throughout Europe for major competitions. Orchestrated content creation for multiple brand identities within the organization.



### Madison Square Garden Entertainment

Video Editor & Designer

2017—2017

Produced high-impact video content, motion design, and event designs for one of the world's most renowned entertainment venues upon their acquisition of Counter Logic Gaming.



### Counter Logic Gaming

Video Producer

2017—2017

Created strategic video content for multiple teams across major esports titles, working directly with the CEO and key stakeholders. Produced professional-grade content for both League of Legends and Overwatch divisions, contributing to brand growth and audience engagement.

## Education



### University of British-Columbia

BSc, Computer Science

2022—2023



### Simon Fraser University

Computer Science

2020—2022



### Simon Fraser University

Interactive Arts & Technology

2015—2017

## Skills

### Languages & Core Skills

TypeScript/JavaScript

Python

SQL

Java

C++

Git

CI/CD

Testing

Documentation

### Frontend Development

Vue

React

HTML/CSS

Tailwind CSS

### Backend Development

Node.js

API Development

Docker

### Database Technologies

MySQL

PostgreSQL

MongoDB

Database Design

Database Migrations

### Creative

Video Editing

Motion Graphics

Photography

UI/UX Design

Figma

Adobe Creative Suite

## Projects

### Publication & Directed Studies

2023

Directed studies at UBC under Dr. Ramon Lawrence — gaining industry-level experience in system administration and backend development. Later co-authored a paper titled "Live Session Gamification using PrairieLearn".

### PrairieLearn Ranked

2023

Capstone project at UBC, creating a ranking system for the PrairieLearn quizzing platform to help students gauge performance in live and asynchronous settings.