Louis Rives Lehtinen

Game Developper

📞 Contact Detail

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Avignon, France

🎓 Education

- **University of Avignon, CERI**
  Bachelor of Computer Science
  Completed in 2024

- **Brno University of Technology**
  Erasmus
  Autumn 2023 Semester

🖥️ Technical Skills

- Programming language :
  C++, C#, Java, JavaFX Python,
  GML, HTML5, CSS, PHP, Javascript
- IDEs: Visual Studio Code,
  Eclipse, IntelliJ, Android
  Studio, GameMaker IDE
- Version Control : Git, Github, Gitlab

✣ Skill

- Teamwork and leadership
- Adaptability
- Time Management
- Critical Thinking
- Organized code

🗒️ Language

- French (native)
- English C1 (IETLS 7.5)
- Finnish B1
- German B1

Profile

I'm passionate about computer science and video games, and I live in the south of France. I earned my computer science degree at the CERI in Avignon, where I developed strong skills in software development. During my third year, I had the opportunity to study in Brno through Erasmus, which enriched both my personal and professional life.

Video games have always been a big part of my life, evolving from a hobby into a passion for game creation. Currently, during my gap year, I'm focused on developing a hardcore top-down shooter, inspired by games like Hotline Miami and Katana Zero, using GameMaker.

My dual French-Finnish nationality has allowed me to travel from a young age, sparking my curiosity for new horizons. This passion for discovery is now driving me to pursue a master's degree abroad, where I can keep growing both personally and professionally.

Projects

Aug 2024- Present

Making my own Game

I am currently developing my own game using the GameMaker engine. It's a top-down shooter, one-hit-kill inspired by titles like Hotline Miami and Katana Zero. The game emphasizes fast-paced action, challenging gameplay, and a distinctive visual style, allowing me to combine creativity and technical expertise.

Feb 2024 - July 2024
Avignon University

Wordle Game & Tic-Tac-Toe

Development of a Wordle and a Tic-Tac-Toe video game with a graphical interface, multiplayer features, and bot player integrations, using javafx, as part of a university project in teams.

March 2024
CERI BDE

24 hours of coding (coding party)

Development of a first-person horror game "Night at the CERI", with three teammates, during a 24 hours of code event organized by a student association.

Sept 2023 - Jan 2024
Brno University of Technology

Map'Trip

Development of a mobile application featuring an interactive world map that allows users to create annotations for each country. These notes are designed to document your travels, including the dates of your stays, activities undertaken, and any other relevant information about your travel experiences.