Lucy Lesire

Game Developer

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SKILLS

Engines:

- Unity Engine (Advanced)
- Unreal Engine (Intermediate)
- Overlord Engine (Custom c++ Engine) (Basic)

Programming languages:

- C++ (Advanced)
- C# (Advanced)
- HLSL (Intermediate)
- CSS (Intermediate)
- Javascript (Basic)

Languages:

- Dutch (Mother tongue)
- English (Advanced)
- French (Basic)

EDUCATION

Don Bosco Haacht, Haacht - *High school*

SEPTEMBER 2016 - JUNE 2019

High school degree in Electronics and Electricity, containing C++ & C#
Programming.

Digital Arts and Entertainment, Howest Kortrijk - *Bachelor*

SEPTEMBER 2019 - PRESENT

Bachelor's degree in Digital Arts & Entertainment, in the major Game
Development. Learning game development in C++, C#, Unity, Unreal and
custom engines, Graphics production with HLSL, Game Design & prototyping,
AI programming, 3D render pipeline, Computer Science, and Algorithms.

EXPERIENCE

Dirk De Keuster Advocaten, Zoersel- *It*

JULI 2020

- Developing Android app, using Xamarin and .NET, to view legal documents.