
Lucy Lesire

AI & Gameplay Programmer

Herkenrodesingel 21

3500, Hasselt

+32 471 90 39 48

28/04/2001

Lucy.Lesire@outlook.com

<https://lucylesire.github.io>

<https://flowerxqueen.itch.io>

SKILLS

Engines:

- Unity Engine (Advanced)
- Unreal Engine (Advanced)
- Custom C++ Engine (Basic)

Programming languages:

- C++ (Advanced)
- C# (Advanced)
- HLSL (Intermediate)

Other:

- Quest Development (Intermediate)
- Networking - Photon Fusion (Intermediate)
- Playstation VR 2 Development (Intermediate)

Languages:

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

EDUCATION

Digital Arts and Entertainment, Howest Kortrijk - *Bachelor, cum laude*

SEPTEMBER 2019 - JUNE 2023

Bachelor's degree in Digital Arts & Entertainment, in the major Game Development. Graduation work in the field of RTS formations.

Game development in C++, C#, Unity, UE4/5 and custom engines.

AI-, Gameplay and Graphics programming, Game Design and prototyping, Algorithms and Computer Science, 3D Render Pipeline and Group Projects.

Don Bosco Haacht, Haacht - *High school*

SEPTEMBER 2016 - JUNE 2019

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

EXPERIENCE

AlterEyes, Hasselt - *Game Developer*

JUNE 2023 - PRESENT

- VR Development in Unity for Quest 2, SteamVR and PS VR2. Currently working on BigShots, Gameplay -, AI- and Systems programming.

AlterEyes, Hasselt - *Internship Game Development*

FEBRUARY 2023 - JUNE 2023

- VR game development in unity, with a focus on AI programming. Also including Gameplay-, Graphics and Systems programming.

Dirk De Keuster Advocaten, Zoersel - *Student It*

JULY 2020

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