Lucy Lesire

AI & Gameplay Programmer

3500, Hasselt
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https://lucylesire.github.io

SKILLS

Engines:

- Unity Engine (Advanced)
- Unreal Engine (Advanced)

Programming languages:

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

Other:

- VR Development (Advanced)
- Playstation Development (Advanced)
- Networking - Photon Fusion (Advanced)

Languages:

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

EXPERIENCE

AlterEyes, Hasselt - *Game Developer*

JUNE 2023 - DECEMBER 2024

- VR Development in Unity for Quest 2, PS VR 2 and SteamVR
- Working on various VR games, AI-, Gameplay -, and Systems programming.
- Playstation integration for Big Shots.

AlterEyes, Hasselt - *Internship Game Development*

FEBRUARY 2023 - JUNE 2023

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

EDUCATION

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

SEPTEMBER 2019 - JUNE 2023

- Bachelor's degree in Digital Arts & Entertainment, 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, containing C++ & C# Programming.
- Graduation work in Game Development