
Lucy Lesire

AI & Gameplay Programmer

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SKILLS

Engines:

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

Programming languages:

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

Other:

- Quest Development (Intermediate)
- Networking - Photon Fusion (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 - *Student It*

JULI 2020

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

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.