LUCAS DUPERRAY

Game Developer | C++ | C# | Unity | Python

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PROFESSIONAL SUMMARY

Bilingual game developer with expertise in C++, C#, Unity, Unreal Engine and Python. Proven ability to develop multiplayer games, custom engines, and DirectX12 rendering solutions. Strong background in collaborative development with experience leading projects from concept to deployment. Passionate about emerging technologies including AR/VR and machine learning integration in gaming. My portfolio: https://netroxttv.github.io/

WORK EXPERIENCE

Game Developer Intern
PaperStrike, La Rochelle, France **2024 – 2 months (June - August)**

Developed fully functional cross-platform multiplayer game using C# and Unity 3D for mobiles (Android / iOS) and PC platform.

Implemented multiplayer networking architecture and real-time game synchronization systems.

Designed and programmed core gameplay mechanics, UI systems, and player progression features.

EDUCATION

Bachelor's Degree in Computer Programming for Video Games and AR/VR
Gaming Campus, Lyon, France   **2023 – 2026**

Main subjects: Game Programming (C++, C#, Python), Game Engines (Unity, Unreal), Computer Graphics, AI for Games, Physics Simulation, DirectX/OpenGL, Game Designt.

High School Diploma Degree
Lycée du Grésivaudan, Meylan, France **Graduated: 2023**

Majors: Mathematics (17/20), Software Programming (18/20)

PROJECTS

Beat N'Hit (C++) | 2-week project, 2025, team of 3: Developed rhythm/adventure game with custom game engine built from scratch, implementing audio synchronization and gameplay mechanics.

DirectX12 Rendering Engine (C++/DirectX12) | 3-week project, 2025, team of 4: Built graphics rendering engine with machine learning integration for optimized performance and visual effects.

Simpson Breakout Game (C++) | 2-week project, 2024, team of 3: Created breakout-style game with multiple game modes, collision detection, and physics systems.

GodAss Kicker (Python/Pygame) | 2-week project, 2024, team of 12: Collaborated with team of 12 students on large-scale game development project, focusing on game design and implementation.

AniSeed Game (C#/Unity) | 2-week project, 2024, team of 3: Designed and developed complete game with core gameplay mechanics, character systems, and level progression.

SKILLS

Programming Languages: C++, C#, Python
Game Development: Unity/Unreal Engines, Custom Game Engine Development, DirectX12, Gameplay Programming
Technical Skills: Machine Learning, AR/VR Development, Multiplayer Networking, Graphics Programming
Languages: English (Native), French (Native), Spanish (Intermediate - B1)

ADDITIONAL INFORMATION

Born in Santa Clara, California (Bilingual)

E-sport player (Osu!) – Ranked #165 in France, Top 5K worldwide | Passionate about emerging technologies and futuristic gaming experiences