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Lucas Comeau-Ponton

French / English

A level designer with technical skills and
a passion for scripting

Tools

Cryengine
Unity
Unreal Engine
C#/Visual Studio
3D Studio Max
Blender
Perforce
JIRA
Sketchup
Adobe Suite

Personal skills

Problem Solving
Teamwork
Adaptability
Strong Work Ethic
Critical Thinking

Education

2019-2020: Campus ADN

College degree in Level Design

2014-2017: UQAM

Bachelor's degree in Interactive Medias

2012-2014: Cegep de Granby

College degree in Arts/Cinema

2010-2012: Cegep de Granby

College studies in Computer Science

Experience

2020 - Current day: Star Citizen (Turbulent)

Level design

2020: HIVE (Campus ADN)

Level design

Systems and gameplay scripting

Sound and music design

2019: Géant du web

Project manager

Web marketing

Quality Assurance

2017-2018: Playmind

Internship

Interactive medias development

2017: Instance (UQAM)

Interface design

Electronics design and setup

Programming