438-490-1062

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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
Mission design
Mission scripting

2022: Student Resource (Campus ADN)
Help students
Script game systems

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 programming