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French / English

Lucas Comeau-Ponton

A level designer with technical skills and
a passion for scripting

Tools

Unity
Unreal Engine
C#/Visual Studio
Game Maker 2
Perforce
Sketchup
3D Studio Max
Adobe Suite
Reaper

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 ingredients 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