Lucas Renaudie

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EDUCATION

Lycée Jean-Pierre Vernant Sept. 2018 – June 2021
International Baccalaureate (English) - Mention Bien *Sèvres, FR*

McGill University Sept. 2021 – Dec. 2024
Bachelor of Arts in Computer Science, Minor in Mathematics *Montréal, CA*

Blender Course at Les Gobelins March 2025 – April 2025
International Baccalaureate (English) - Mention Bien *Paris, FR*

- 3D modeling, UV mapping and texturing, rigging and 2D/3D animation, lighting, rendering and compositing, FX and 3D environment

PROFESSIONAL EXPERIENCE

Web Development Internship at Oscaro (Oscaro.com) April 2024 – Sep. 2024
Internship within the front-end development team at Oscaro *Paris, FR*

- Development on Oscaro's website (coded in ClojureScript)
  - Bug fixing, adding tracking (button clicks, page changes, etc.)
- Development on Oscaro's mobile application (coded in TypeScript React Native, HTML, and CSS)
  - Creation and modification of features, style implementation, adding tracking, code optimization
  - Implementation and use of API calls (via Swagger) to communicate with the back-end
- Daily use of GitLab, Jira, and Figma

COMPUTER SCIENCE PROJECTS (SEE PORTFOLIO)

University Web Development Project Sep. 2024 – Dec. 2024
Design and implementation of a meeting reservation platform (full stack project) *Montréal, CA*

- Usage of XAMPP, coding in PHP, SQL, JavaScript, HTML, and CSS
- Back-end: Account creation, login, meeting creation, reservation, modification, and cancellation, etc.
- Front-end: Complete design of pages with an interactive, elegant and intuitive style, adapted to any screen size

University Artificial Intelligence Project Sep. 2024 – Dec. 2024
Implementation of an AI agent to play the game "Reversi" - 7th out of 150 in the tournament *Montréal, CA*

- Coded in Python - use of AI algorithms, notably Monte Carlo Tree Search and Alpha-Beta Pruning
- Implementation of an evaluation function to estimate the value of a game state (based on a weighted sum of heuristic values). Use of a genetic algorithm to optimize the function's weights
- Pre-move ordering and search space pruning. Memoization of game states to avoid redundant computations

Self-taught Game Development Project Jan. 2025 – Feb. 2025
Design and creation of a 2D Unity game, coded in C# *Paris, FR*

- Movement, attacks, enemies and traps, interactions, animations, sound effects, camera management
- Main menu, pause menu, game over/victory screen

TECHNICAL SKILLS

Languages: Java, C#, Python, JavaScript/TypeScript (React, React Native), PHP, SQL, HTML/CSS, Assembly, OCaml
Tools: Unity, Blender, XAMPP (Apache), IntelliJ, VSCode, Git (GitLab, GitHub, GitKraken), Jira, Figma

LANGUAGES

Bilingual French - English

- 5 years of elementary school in the United States
- Middle and high school in the international sections (8 extra hours of classes per week)

INTERESTS

Music

- Drummer since the age of 5. Performed concerts and wrote songs, released on SoundCloud and Spotify

Sports

- High-level gymnastics - regional competitions
- Skiing and snowboarding, kitesurfing, tennis