# Lucas Renaudie

6 Rue Lavoisier, Paris 75008 | +33 6 99 31 69 37 | lucas.renaudie@mail.mcgill.ca | My Portfolio

## 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
*150-hour intensive Blender course at Les Gobelins (Paris)* — *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, 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 (Voir 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 a responsive, interactive, elegant and intuitive style

**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), PHP, SQL, HTML/CSS, Bash, 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