

# Lucas Renaudie

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## EDUCATION

### Lycée Jean-Pierre Vernant

*International Baccalaureate (English) - Mention Bien*

Sept. 2018 – June 2021

Sèvres, FR

### McGill University

*Bachelor of Arts in Computer Science, Minor in Mathematics*

Sept. 2021 – Dec. 2024

Montréal, CA

### Blender Course at Les Gobelins

*International Baccalaureate (English) - Mention Bien*

March 2025 – April 2025

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)

*Internship within the front-end development team at Oscaro*

April 2024 – Sep. 2024

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 (SEE PORTFOLIO)

### University Web Development Project

*Design and implementation of a meeting reservation platform (full stack project)*

Sep. 2024 – Dec. 2024

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

*Implementation of an AI agent to play the game "Reversi" - 7th out of 150 in the tournament*

Sep. 2024 – Dec. 2024

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

*Design and creation of a 2D Unity game, coded in C#*

Jan. 2025 – Feb. 2025

Paris, FR

- Movement, attacks, enemies and traps, interactions, animations, sound effects, camera management
  - Main menu, pause menu, game over/victory screen
- Daily use of GitLab, Jira, and Figma

## 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