

Lucas Renaudie

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EDUCATION

Lycée Jean-Pierre Vernant <i>French Baccalauréat with OIB (English International Section) – Mention Bien</i>	Sep. 2018 – June 2021 Sèvres, FR
McGill University <i>Bachelor of Arts in Computer Science, Minor in Mathematics – 3.56 GPA</i>	Sep. 2021 – Dec. 2024 Montréal, CA
Blender Course at Les Gobelins <i>150-hour course on 3D modeling, UV mapping, texturing, rigging, 2D/3D animation, lighting, compositing</i>	March 2025 – April 2025 Paris, FR
Arts et Technologies de l'Image (ATI) – Université Paris 8 <i>Bachelor's, 3rd year (L3)</i>	Sep. 2025 – May 2026 Paris, FR

PROFESSIONAL EXPERIENCE

Web Development Internship at Oscaro (Oscaro.com) <i>Internship within the front-end development team at Oscaro</i>	April 2024 – Sep. 2024 Paris, FR
<ul style="list-style-type: none">Development on Oscaro's website (coded in ClojureScript)<ul style="list-style-type: none">Bug fixing, adding tracking (button clicks, page changes, etc.)Development on Oscaro's mobile application (coded in TypeScript React Native, HTML, and CSS)<ul style="list-style-type: none">Creation and modification of features, style implementation, adding tracking, code optimizationImplementation and use of API calls (via Swagger) to communicate with the back-endDaily use of GitLab, Jira, and Figma	

TECHNICAL PROJECTS (SEE PORTFOLIO)

University Web Development Project <i>Design and implementation of a meeting reservation platform (full stack project)</i>	Sep. 2024 – Dec. 2024 Montréal, CA
<ul style="list-style-type: none">Usage of XAMPP, coding in PHP, SQL, JavaScript, HTML, and CSS	
University Artificial Intelligence Project <i>Implementation of an AI agent to play the game "Reversi" - 7th out of 150 in the tournament</i>	Sep. 2024 – Dec. 2024 Montréal, CA
<ul style="list-style-type: none">Coded in Python - use of AI algorithms, notably Monte Carlo Tree Search and Alpha-Beta Pruning	
Game Development Project <i>Design and creation of a 2D Unity game, coded in C#</i>	Jan. 2025 – Feb. 2025 Paris, FR
<ul style="list-style-type: none">Movement, attacks, enemies and traps, animations, sound effects, camera management, interface menus	
University Maya Scripting Project <i>Implementation of a City Generator with a user interface in Maya, coded in Python</i>	Nov. 2025 – Jan. 2026 Paris, FR
<ul style="list-style-type: none">Highly configurable city generator, extensive settings and features, automated scene structuring and naming	

TECHNICAL SKILLS

Languages: Java, C#, Python, C++, JavaScript/TypeScript (React, React Native), PHP, SQL, HTML/CSS

Tools: Maya, Blender, Unreal Engine, Unity, IntelliJ, VSCode, Git (GitLab, GitHub), 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