**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**](https://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 (**[**SEE PORTFOLIO**](https://lucas-renaudie-dev.github.io/Portfolio/#projects)**)**

[**University Web Development Project**](https://lucas-renaudie-dev.github.io/Portfolio/#projects) 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**](https://lucas-renaudie-dev.github.io/Portfolio/#projects) 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**](https://lucas-renaudie-dev.github.io/Portfolio/#projects) 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 screenDaily 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