

Lucas Berg (He/Him)

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Creative software developer with strong interpersonal skills, currently enhancing expertise in Unreal Engine and Blender, and actively working in a long-term game project

Technical Skills

C/C++ ♦ C# ♦ Python ♦ Java ♦ JavaScript ♦ PHP ♦ HTML ♦ XML ♦ JSON ♦ CSS ♦ Sass
.NET ♦ Vue ♦ React ♦ Blazor ♦ Knockout ♦ Drupal ♦ OpenGL ♦ MySQL ♦ GraphQL ♦ Git
Unity ♦ Unreal ♦ Godot ♦ Android Studio

Experience

Jr. Applications Developer Co-op

Buckland

St.Thomas, ON

May 2023 – Sep 2023, May 2024 – Sep 2024

- ♦ Developed APIs to enable integration between internal and external systems
- ♦ Added features to applications used for generating invoices and trade documentation
- ♦ Enhanced user experience and accessibility by implementing keyboard navigation, responsive design, and other accessibility best practices

Web Developer Co-op

Northern Commerce

London, ON

Sep 2022 – Dec 2022

- ♦ Developed Drupal websites using Lando
- ♦ Collaborated in an Agile environment with Jira, Enspire, and Git
- ♦ Added features for image uploads, blog post creation, and front-end styling

Customer Representative

Scotiabank

London, ON

Nov 2020 – Present

Education

Game Development

Fanshawe College

London, ON

Sep 2023 – Dec 2024

- ♦ Computer graphics and its implementation in games and simulations
- ♦ Multiplayer networking concepts and audio systems for game development
- ♦ Physics simulation with collision detection and rigid body dynamics
- ♦ Developed a custom game engine using C++ and OpenGL

Computer Programming and Analysis - GPA 3.97

Fanshawe College

London, ON

Sep 2020 – Apr 2025

- ♦ Mobile development in Java
- ♦ Game development in Unity
- ♦ Full-stack with .NET, React, Vue, and SQL
- ♦ Developed applications using declarative languages like XML, HTML, and JSON

Mechanical Engineering

Cefet/RJ

Rio de Janeiro, Brazil

Aug 2011 – Feb 2017

Skills

- ♦ Bilingual English-Portuguese
- ♦ Completed multiple games and projects using Unity and Unreal