

# Lucas Berg (He/Him)

lucasberg29@gmail.com - (226) 504-3957 - London, ON



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

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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

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**Jr. Applications Developer Co-op**  
*Buckland*

*May 2023*

**St.Thomas, ON**

**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

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**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

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