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

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

Experience

Jr. Applications Developer Co-op   St.Thomas, ON
Buckland   *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   London, ON
Northern Commerce   *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   London, ON
Scotiabank   *Nov 2020 – Present*

Education

Game Development   London, ON
Fanshawe College   *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   London, ON
Fanshawe College   *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   Rio de Janeiro, Brazil
Cefet/RJ   *Aug 2011 – Feb 2017*

Skills

◇ Bilingual English-Portuguese

◇ Completed multiple games and projects using Unity and Unreal