



Lucas Peter

Game Designer

Profil

Game Designer, Game Jamer and Blueprint Wizard.
Currently under contract until end of September

Experience

Game Developer at Onitron Studio, Paris

October 2017 - September 2019

Alterity

- Participation in iterative reflection on game AIs
- AI programming
- Creation, implementation and coding new gameplay features
- Character animations integration
- Animation Blueprint configuration

Alterity Experience

- Programming gameplay, AI and animations
- Creating and configuring shaders
- VFX

Game Designer at Dreamz Studio, Paris

July 2018 - November 2018

Magicats Builder

- Writing of GDD
- Revisions and improvements to existing gameplay
- Creation of new gameplay in view of a DLC
- Level Level Design
- Q.A.
- Database Manipulation

Nominated for the 2018 Ping Awards

Game Jams

Game Developer - Global Game Jam

January 2019

Memory Box

Development, implementation and story.

Game Designer & Developer - Movie Jam

April 2018

Out of Print

Jam of 30 hours. Adaptation of a short film.
Development, implementation and balancing.

Game Designer & Developer

July 2018

Jam Sandwich

Jam of 23 hours with imposed themes.
Development, implementation and balancing.
Awarded first prize.

Contact

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Link

Web portfolio :

<http://Lucas-Peter.fr>



Languages

French : Native language

English : Advanced (C1)

Skills

Advanced

Unreal Engine 4

Autodesk Maya

Google Suite

Subversion

HackNPlan

Middle

Unity

Git

Adobe Suite

Office Suite

Articy:draft

Education

Master of Arts, Specialty Video Games

International Institute of Image and Sound (3IS), Elancourt.

October 2014 - June 2018

BAFA certificate holder (Brevet d'Aptitudes aux Fonctions d'Animateur)

certificate of the capacity to organize activities for children in holiday centers

June 2012 - August 2012