

LUCAS PETER



Game Designer



Curious, persevering and creative, I am passionate about the video game medium.

I am currently looking for a job following the completion of my studies



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EXPERIENCES

- **Dreamz Studio** | [Magicats Builder](#)
Game Design | July 2018 - December 2018

Writing of GDD - Review and improvements of existing gameplay - Creation of new gameplay in view of a DLC - Level Design of certain levels - Test Q.A. - Database manipulation.
Nominated at the 2018 Ping Awards

- **Onitron Studio** | [Alterity](#)
Game Design & Prototyping | October 2017 - August 2018

Participation in iterative reflection on AI of the game - AI programming - Creation, implementation and programming of new gameplay features - Integration of character animations and configuration of animation Blueprint.

Game Jams

- **Jam'IT** | [Jam Sandwich](#)
Game Design & Development | July 2018

Jam of 23h, with imposed theme
Development, implementation and balancing.
Awarded first prize.

- **Movie Jam** | [Out Of Print](#)
Game Design & Development | April 2018

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



EDUCATION

- **International Institute of Image and Sound (3IS)**
Master of Art, Video Game | 2014 - 2018

- **Aroeven**
BAFA, specialty Big Games | 2012

- **Lycée Alphonse Heinrich**
Baccalauréat STI2D | 2010 - 2012



SOFTWARES

- Unreal Engine (Blueprint)
- Unity
- Adobe Photoshop
- Adobe Illustrator
- Trello
- HackNPlan
- Autodesk Maya
- Google Doc
- Google Sheets
- Google Slides
- Microsoft Word
- Microsoft Excel