

438-490-1062

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# Lucas Comeau-Ponton

French / English

A level designer with technical skills and a passion for scripting

## Tools

Unreal Engine

Star Engine

Unity

C#/Visual Studio

3D Studio Max

Blender

Perforce

JIRA

Sketchup

Adobe Suite

## Personal skills

Problem Solving

Teamwork

Adaptability

Strong Work Ethic

Critical Thinking

## Education

**2019-2020: Campus ADN**

College degree in Level Design

**2014-2017: UQAM**

Bachelor's degree in Interactive Medias

**2012-2014: Cegep de Granby**

College degree in Arts/Cinema

**2010-2012: Cegep de Granby**

College studies in Computer Science

## Experience

**2020 - Current day: Star Citizen (Cloud Imperium)**

Level design

Mission design

Mission scripting

Multiple big content patch releases

Creation of new PvP game and systems

**2022: Student Resource (Campus ADN)**

Help and mentor students

Script systems on their project

**2020: HIVE (Campus ADN)**

Level design

Systems and gameplay scripting

Sound and music design

**2017-2018: Playmind**

Physical Interface design

Unity Scripting

Touch Designer Scripting

**2017: Instance (UQAM)**

Interface design

Programming