




# ALEXANDRE LUCAS

## SENIOR GAME DESIGNER

## CONTACT

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## LINKS

 a-lucas.fr  
 alexandre-lucas.itch.io  
 /alexandre-lucas-gd

## ABOUT

Passionate about designing meaningful RPG combat systems, designing system with player at its core. Experienced across tactical, action, and MMO RPGs. I thrive in collaborative teams and enjoy building workflows and tools that help others design more effectively.

## EXPERIENCE

### CI GAMES

May 2023 - Present

- **LORDS OF THE FALLEN II | SENIOR RPG & COMBAT DESIGNER | UNREAL ENGINE 5**
  - In charge of ranged combat, covering systems, content design and art support
  - Redefined the balancing process with math-based frameworks and automated tools
  - Designed and balanced the starting classes and status effect systems
  - Delivered community features such as Boss Rush and gameplay modifiers.
- **LORDS OF THE FALLEN (2023) | COMBAT DESIGNER II | UNREAL ENGINE 5**
  - Contributed to late-stage combat design with polish, boss setups and camera work
  - Implemented post launch content with a focus on Weapon Arts

### TAG GAMES

March 2022 - May 2023

- **STUMBLE GUYS | CONTENT DESIGNER | UNITY ENGINE**
  - Designed, implemented and shipped the "Stumble Trouble" level
  - Concepted the Barbie crossover level
- **UNANNOUNCED PROJECT | CHARACTER & COMBAT DESIGNER | UNITY ENGINE**
  - Designed and prototyped player and enemy characters with abilities
  - Supported combat systems design through iteration and implementation

### LIGHTBULB CREW

September 2019 - March 2022

- **NOVA HEARTS | COMBAT DESIGNER | UNITY ENGINE**
  - Owned combat design across multiple iterations (systems and content)
  - Prototyping of multiple combat features
  - Worked with anim/UI to ensure combat clarity and responsiveness
- **OTHERCIDE | GAME DESIGNER | UNITY ENGINE**
  - Built balancing tools and math framework for player and enemy progression
  - Revamped RPG systems (skills, traits, progression...)
  - Polished combat and AI behaviors.

## EDUCATION

ICAN, PARIS


2016 - 2019

- **GAME DESIGN BACHELOR**
  - Game Design, Programming (C# | Unity), UX basis,
  - Project Management (AGILE), Level Design.

## REFERENCES


### PAUL VAUVREY

Game Designer | Supercell

 /paulvauvrey

### CALVIN CHARBIT

Game Director | Goblinz Studio

 /calvin-charbit-13353b63

## SKILLS

### GAME DESIGN

System design, Combat design, Progression systems, Data informed design, UX informed design

### TECHNICAL

Fast prototyping, Tooling support, Scripting (Node & C#)

### PRODUCTION

Project monitoring, Agile Methodology, Collaborative tools

## TOOLS

### ENGINE

Unreal Engine 5, Unity

### DESIGN SUPPORT

Miro, Airtable, Google Suite, Office Suite, Slab, Confluence

### SOURCE CONTROL

Github, Tortoise Git, Plastic SCM, Fork

### WIREFRAME

Photoshop, Figma

### PRODUCTION

Jira, Trello

## LANGUAGES

### FRENCH

Native language

### ENGLISH

Fluent | TOEIC 875

## HOBBIES

BASKETBALL

AIRSOFT

ESPORT

PASTRY