ALEXANDRE LUCAS

GAME DESIGNER

CONTACT

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LINKS

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

ABOUT

I've always been interested in designing meaningful games with entertaining mechanics.
I've had the chance to work on and learn the ropes of innovative turn based games.
Now I strive for new challenges and I'd love to work on social or team-based games.

EXPERIENCE

TAG GAMES
March 2022 - Present

- **Unannounced project | Character & Combat Designer | Unity Engine**
  - Iterative design on combat content, from playable characters to enemies
  - Iterative design on combat systems
  - Character fast prototyping

LIGHTBULB CREW
September 2019 - March 2022

- **Unannounced project | Combat Designer | Unity Engine**
  - Iterative design on combat systems
  - Iterative design on combat content, from playable characters to enemies
  - Driving UI/UX and art for the combat

- **Cancelled project | Core Gameplay Designer | Unreal Engine 4**
  - 3c and combat system prototyping
  - Iterative design on combat systems with the Game Director
  - Documentation and production process setup

- **Othercide | Game Designer | Unity Engine**
  - Creation of balancing tools for the playable characters and enemies
  - Iterative design on content, combat and characters progression systems
  - Overall balancing of combat and characters progression

EDUCATION

ICAN, PARIS
2016 - 2019

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

REFERENCES

PAUL VAUVREY
Principal Designer | Sports Interactive
/paulvauvrey

ALEXANDRE CHAUDRET
Art Director | Hexworks
/alexandrechaudret

JEROME SMIDT
Senior Development Manager | Firesprite
/jeromesmidt

CALVIN CHARBIT
Lead Game Designer | Green Panda
/calvin-charbit-13353b63

SKILLS

GAME DESIGN
System Design, UX informed Design,
Data informed Design, Combat Design,
Documentation

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

PRODUCTION
Project monitoring, Agile Methodology,
Collaborative tools

TOOLS

ENGINE
Unity, Unreal Engine 4, Construct

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**

PASTRY   **ESPORT**