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# GUILLAUME LUCAS

## TECHNICAL GAME DESIGNER

I am a resourceful Technical Game Designer with a talent for transforming ideas into captivating interactive experiences, thanks to a seamless blend of creativity and technical expertise. Team members value my problem-solving skills, adaptable mindset, and insatiable thirst for knowledge.

## SKILLS

### Soft skills

#### Adaptability

Fast-learning  
Problem-solving  
Critical thinking  
Time management

#### Communication

Presentation  
Vulgarization  
Empathy  
Teaching

### Design

Documentation  
Balancing  
System Design  
AI design  
Playtest sessions

### Technical

#### Programming

C, C++, C#, Python

#### Scripting

UE Blueprint, Lua, JS

### Softwares

Unreal Engine  
Unity  
Adobe Creative Cloud  
Microsoft Office  
Git & Bitbucket  
Jira & Confluence

### Languages

**French:** Native  
**English:** Fluent

## Latest Work Experience

### 2018 - Now: Abstraction - Technical Game Designer

#### 2021 - 2023 - undisclosed titles

- Designed core gameplay, raised and solved design and systemic problems.
- Prototyped, tweaked and standardized levels and AI behavior.
- Synthesized and maintained the project's design documentation up to date.
- Optimized development through increased transparency and reduced friction.
- Protected well-being, maintained respect, and encouraged collaboration.

#### 2021 - Surviving Mars

City builder expansion - PC - PS4 - Xbox one

- Designed a proposal with the design team, based on Paradox's request.
- Quickly self-taught a proprietary engine and taught the design and art teams.
- Prototyped gameplay elements to iterate on key features.
- Designed and scripted quests to add exploration interest and rewards.

#### 2021 - Last Oasis

MMORPG - PC

- Implemented new UI elements according to the UI design team.
- Programmed the behavior of new UI elements and addressed UI flow issues.
- Helped the programming team to fix UI behavior and gameplay bugs.

#### 2018 - 2021: Various undisclosed titles

Concepts and prototypes

- Prototyped experiences as proof of concept for IP development and for clients.
- Designed and prototyped gameplay as a technology development team member.

## Previous Work Experience

### Abstraction - Technical Game Designer Intern

#### 2017: undisclosed title

4-months

- Participated in the pre-production of the project as the main game designer.

## Education

### **2013 - 2018: Master's degree video game director - Rubika - France**

- Specialization: Game design and Management

### **2012 - 2013: Computer Science - Valenciennes University - France**

- First year of a bachelor's degree, C and C# programming, honors

## Hobbies

Photographer - DIY and Electronics enthusiast - Slackliner - Lindy Hop Dancer  
Juggler - Ultralight aircraft pilot - Game development - Gameplay-driven games