



Lyon, France

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<https://www.lucaslecante.com/>

LANGUAGES

French - native

English - fluent

German - intermediate (ABIBAC)

Spanish - basic

SOFTWARE & SKILLS

Unreal Engine / Unity / UDK
EDITOR

Maya / Blender / Magica
Voxel

Git / Jira / Monday / Trello

Adobe Suite / Microsoft
Office

UE Blueprint / Unity Bolt /
C#

INTERESTS

Climbing / Swimming

Video Editing

Cinema

Games:

- Shooter
- Action RPG
- Racing
- Survival

LUCAS LECANTE

LEVEL DESIGNER

Hey, I'm a Level Designer from Lyon, France, who loves to create games within a team. I am creative and deeply passionate about video games and other forms of art! Open to relocation.

THE SANDBOX

2021-2025

LEVEL DESIGNER - THE SANDBOX (UGC)

- World design conception, iteration and creation.
- Quest design and gameplay elements implementation.
- IP based asset requests linked to level design (Jurassic World, Cirque Du Soleil, MK2 Cinema, deadmau5).
- Gameplay Content Designer role: working with the dev and 3C teams to elaborate new tools & features for the in-house built game editor.
- Leading the creation of 30+ template experiences for creators.
- QA Testing experiences on 6 live seasons.
- Game Design related meetings presentation at Hong Kong Creator's Day and Paris Bootcamp.
- Marketing materials creation assistance.

E-ARTSUP

2018-2020

STUDENT

- "Game Design & Creative Coding Bachelor" validation.
- Sol: published narrative adventure singleplayer game, final year group project.

BELLECOUR ECOLE

2016-2018

STUDENT

- Game Design Bachelor.
- Show me the way: published narrative puzzle singleplayer PC & mobile game, group project.

ADOMA

2016

ADMINISTRATIVE ASSISTANT (INTERSHIP)

RAK PORCELAIN

2014

MARKETING MANAGER ASSISTANT (INTERSHIP)