

LECANTE

Lucas



LEVEL

DESIGNER



CONTACT

FRANCE, Lyon (69003)

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QUALITIES

Creative

Communicator

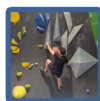
Ambitious

Curious

HOBBIES



Video Editing



Climbing



Gaming



Cinema

LANGUAGES

French (Native)

English (Fluent)

German (Intermediate)

AbiBac

ABOUT ME

Creative minded and passionate about video games, I have been working at The Sandbox as a Level Designer for more than 3 years now. I am currently based in Lyon, France but open to relocation and remote work.

EXPERIENCE

The Sandbox

April 2021-now *Level Designer*

- Building levels for live events. Working on branded levels with famous partners.
- Asset requests
- Prototyping & testing on upcoming builds and giving feedback to the tech team
- Presenting and attending various internal & external content production related meetings (Hong Kong Creator's Day, Punta Del Este pre-prod meet, product showcase livestreams etc.)

EDUCATION

Game Design & Creative Coding Bachelor

2018-2020 *E-artsup*

Game Design Bachelor

2016-2018 *Bellecour Ecole*

Baccalauréat STI2D Itch

2013-2016 *Lycée Louis-Vincent*

SKILLS



Unity
Blockout
Prototyping
Scripting



Unreal Engine
Blockout
Prototyping
Blueprint



UDK Editor
Blockout
Prototyping
Playtests



Figma
UI tests



Microsoft Office
Desktop



GitHub
File management



Photoshop
Level blueprints
Editing



Magica Voxel
3D modeling
Rendering



Premiere Pro
Blockout
Prototyping
Playtests



Monday
Planification



Maya
3D Modeling
Blockout



Jira
Planification
Reports