



LUCAS GUIBERT

Gameplay Programmer

<https://lucas-guibert.com>

PROFILE

Polyvalent programmer specialized in video games development, from gameplay mechanics to tools creation, using C# and C++.

EXPERIENCE

GAMEPLAY PROGRAMMER, C#

"CŒUR DE VILLE EN LUMIÈRE" PROJECT - MONTPELLIER METROPOLIS (FRANCE)
PAFZTEC - UNITY | OCTOBER - NOVEMBER 2019

- Fruit physics development with velocity and bounces, by myself (without engine physics).
- Aiming assistance system, by modifying fruits trajectory according to a bézier curve depending on shoot angle.
- Scoring and save systems development.
- Player movements improvement.
- Game credits animation and management.

GAMEPLAY & TOOL PROGRAMMER, C#

THE DREADFUL SHOW - UNITY | JUNE 2018 - OCTOBER 2019

- Player movements and abilities development, as well as fight system and associated combos creation.
- Throwable object programmation, with ballistic calculations according to aiming point.
- Players, objects, fights & events online setup.
- Various tool creation, including a multi-tags system, sprites color management, and classes custom editor.
- Level-Design, cutscenes and game pace establishment.

GAME JAMS

- **GMTK 2020**
Pyramid Siege
- **Ludum Dare #46 - 2020**
Sheltered
- **Global Game Jam 2020**
Bogu'Arena
- **0h Jam 2019**
- **Ubisoft Game Challenge 2019**
Don't Forget - Winning Game
- **Global Game Jam 2019**
The Lady of the House

- **Xmas Jam 2018**
- **Ludum Dare #41 & 43 - 2018**
Gimgumho & Bandimançhô

TALK

- **MUUG #802 - 2019**
Post mortem talk about my project *The Dreadful Show* :
"Survival Guide for a Student Game".

CONTACT

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SKILLS

PROGRAMMING LANGUAGES

C# / C++

ENGINES

Unity / Unreal Engine

LANGUAGES

French - Native Language

English - Professional Skill

EDUCATION

GAMEPLAY PROGRAMMING - SPECIALIZATION YEAR

Brassart, Montpellier
2019 - 2020

GAMEPLAY PROGRAMMING

EPIIC, Montpellier - RNCP II
2016 - 2019

FRENCH SCIENTIFIC BACCALAUREATE

Programmation Option (Python)
George Clémenceau High
School, Montpellier - Obtained
with honors
2013 - 2016

INTERESTS

MOVIES

Auteur Films / Independent

VIDEO GAMES

Immersive Sim / RPG / FPS

MUSIC

60s / 70s Rock