

Floreau Luca

Game Developer

My goal

I want to create games accessible to all and playable anywhere to share this passion with everybody.

Main formations

Bachelor Games Programming / SAE Institute
2018-2022 / [Geneva, SWITZERLAND](#)

- Learning programming
- Game design
- Communication

Scientific Baccalaureate / Lycée Saint Joseph
2015-2018 / [Thonon-les-bains, FRANCE](#)

- Compulsory education
- Mathematical option
- Admitted Mention Good

Others formations

Cambridge English Level 1 Certificate / Cambridge
2018 / [Thonon-les-bains, FRANCE](#)

Summer School Jeu Video 3D / Isart Digital
2017 / [Paris, FRANCE](#)

- Learning Unity 3D for 2 weeks

Summer School Jeu Video 2D / Isart Digital
2016 / [Paris, FRANCE](#)

- Learning Construct 2 for 2 weeks

Internship

Developer on the Carezheimer project / UNIGE
2020 / [Geneva, SWITZERLAND](#)

- Development of an educational game

Game Jam

SpringMan / MizJam 2020
August 2020 / [Online](#)

The Unstoppable Mr.Starr / SAE Game Jam 2020
June 2020 / [Online](#)

Kevin is Angry / Global Game Jam 2019
January 2019 / [Geneva, SWITZERLAND](#)

Hobbies

- Video games
- Artificial intelligence
- Piano



Contacts

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Portfolio : floreauluca.github.io/portfolioenglish.html

Birth : 24/09/2000 in Evian-les-Bains

Competences

Languages

English B2



German B1



Computer science

Unity 3D



C++



Magical Voxel



Illustrator



Blender

