

Lucy Gradoz

Technical Designer

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🌐 in/lucy-gradoz/

💬 French (native) | English (fluent)

After years in video production, I realized I'm **happier** when I'm **solving strange technical problems** and **making games**. Now, I **design** and **prototype** fun, **thoughtful player experiences**—focusing on **smart systems**, **smooth pipelines for the devs**, and building cool things with others.

Relevant experience

Technical Designer | *Kami-dō* | **Steak Machine, Montreal** | *July 2025 - Oct 2025* [↗](#)

- **Designing** and **implementing** a custom **grid system** with **pathfinding** to support level design goals.
- **Prototyping** and **balancing** turn-based mechanics, integrating **player input**, **AI**, and **state-driven flow**.
- **Developing editor tools** to accelerate **iteration** and empower designers.

Technical Designer | *Curyeux* | **Campus ADN, Montreal** | *Mar 2025 - July 2025* [↗](#)

- **Implementing core systems** (camera, aiming, save & load, subtitles, ...) and **gameplay features** using Blueprint.
- **Communicating** with art teams to **support asset integration** into the game.

Volunteer Mentor | **Gameable mentorship program, Montreal** | *Jan 2025 - Present* [↗](#)

- Weekly **mentoring** of girls aged 8-16 to help them create their **first video game in Unity**.

Work experience

Technical Designer | *Unannounced project* | **Blue Motion Games, Montreal** | *Oct 2025 - Present*

- **Programming** of gameplay features and UI (**C++** and **Blueprint**).
- **Integrating hardware** for the arcade machine.

Game Design Consultant | *Cortex Quest* | **Dawson College, Montreal** | *Mar 2025 - Present*

- **Designing mini-games** for an **educational biology VR game** aimed at College students.
- **Establishing Code and Data standards** with programmers and 3D artists.

Video Specialist | **PomGrenad Media, Montreal** | *Jun 2021 - Jun 2024* [↗](#)

- **Editing** and **directing videos** for online dance lessons

In-Engine Video Specialist | *Dual Universe* | **Novaquark, Montreal** | *Nov 2019 - Jun 2021* [↗](#)

- **Coordinating** with teams to showcase **Alpha MMORPG development**.
- Working in **custom branches** with an in-house **version control** tool.
- Finding ways to **engage with the community**.

Education

Level Design ACS [↗](#)
Campus ADN, Montréal
Aug 2024 - Present

Video Editing (B.A.) [↗](#)
ACFA Multimédia, France
Aug 2017 - Jul 2019

Softwares

Unreal Engine (BP & C++)
Unity (C#)
Godot (GDScript)

Perforce, Tortoise SVN
Jira, Miro, Notion
Maya, Blender, Adobe