

# 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