

# Lucy Gradoz

Tech Designer

🌐 [lucygradoz.wixsite.com/lucy-gradoz](https://lucygradoz.wixsite.com/lucy-gradoz)

✉ [lucygradozpro@gmail.com](mailto:lucygradozpro@gmail.com)

☎ +1 (438) 340-3774

in [in/lucy-gradoz/](https://www.linkedin.com/in/lucy-gradoz/)

🗣 French (native) | English (fluent)

After years in video production, I realized I'm happiest 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, and building cool things with others.

## Work experience

### Tech Designer (Blueprints) | Curyeux | Campus ADN, Montréal

Mar 2025 - Present

- Responsible for implementing multiple core systems (camera, aiming, save & load, subtitles without plugins), as well as gameplay features and creating tools for level designers.
- Communicating with art teams to help them integrate assets into the game.

### Game Designer | Dawson College, Montréal

Mar 2025 - Present

- Designing various mini-games and their associated gameplay for an educational biology VR game for College students.
- Establishing Code and Data standards with programmers and 3D artists.

### Mentor | Gameable mentorship program, Montréal

Jan 2025 - Present

- Weekly mentoring of girls aged 8-16 to help them create their first video game in Unity.
- Working as a team to ensure the girls understand everything, and spark interest for different areas of game development.

### Video Specialist | PomGrenad Media, Montréal

Jun 2021 - Jun 2024

- Video production and editing for online dance lessons

### In-Engine Video Specialist | Dual Universe | Novaquark, Montréal

Nov 2019 - Jun 2021

- Communicating with all teams to find the best way to showcase the development of an Alpha MMORPG.
- Working in custom branches with an in-house version control tool.
- Hosting Dev Q&A livestreams to engage with the community.

## Education

### Game & Level Design ACS

Campus ADN, Montréal

Aug 2024 - Present

### Video Editing Bachelor's Degree

ACFA Multimédia, France

Aug 2017 - Jul 2019

## Softwares

Unreal Engine (BP), Unity (C#),  
Godot (GDScript), GameMaker  
(GML)

Maya, Blender, Adobe Suite

## Hard skills

**Game design** | Gameplay loops,  
core mechanics, LD patterns

**Prototyping** | Scripting,  
implementation

**UX design** | Accessibility &  
ergonomy

**Documentation** |  
Communication with teams,  
technical documentation

**Asset creation** | Concept art,  
2D/3D design & animation

## Soft skills

**Collaboration** | Effective  
communication.

**Adaptability** | I react quickly to  
decisions and situations.

**Joyful** | Full of energy and  
empathy.

**Curiosity** | Eager to always learn  
new things.

**Problem-solving** | I love finding  
practical solutions to challenges.