

# Lucy Gradoz

## Gameplay Programmer

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🗣 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.

## Work experience

🕒 **Gameplay Programmer** | *John Wick Arcade* | **Blue Motion Games, Montreal** | *Oct 2025 - Present* [↗](#)

- **Programming** of gameplay features, tools and UI (**C++** and **Blueprint**).
- **Integrating hardware** for the arcade machine via protocols and API.
- **Ensuring** proper **build deployment** with on-site arcade operators.

📦 **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**.

## 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 10 -18 to help them create their **first video game in Unity**.

## 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