

Lucas Kinoo

Gameplay Programmer

WORK EXPERIENCE

Game Programmer 09/2024 - Present

Oddshot Games Flanders, Belgium (Remote)

- Overhauled core mechanics by integrating Unreal's Gameplay Ability System, enabling faster ability implementation and improving scalability.

Gameplay Programmer Intern 02/2024 - 06/2024

Triumph Studios (Paradox Interactive) Delft, The Netherlands

- Implemented core gameplay mechanics in a 20-year-old in-house C++ engine, helping the successful launch of two DLCs.
- Delivered high-quality code, including a future-proof map UI icon system that halved design time and improved designer workflow.
- Demonstrated excellent communication, teamwork, and drive, affirmed by supervisor's feedback exceeding expectations.
- Implemented 5 new UI features using the NoesisGUI C++/WPF library, improving the user interface for Age of Wonders 4.

EDUCATION

Bachelor of Digital Arts and Entertainment 09/2020 - 06/2024

Howest University of Applied Sciences

Major in Game Development

Relevant Coursework:

- Applied Maths and Physics:** In-depth 3D math, linear algebra, trigonometry, inverse kinematics, hypercomplex numbers, quaternions, and geometric algebra.
- Programming:** Multithreading, design patterns, object-oriented C++, template metaprogramming, C++ Standard Template Library (STL).
- Graphics Programming:** 3D rendering, raytracing, PBR, software/hardware rasterizer, DirectX 11.
- Game Mechanics:** Game design, prototyping, blueprinting, C# scripting.
- AI Programming:** Advanced AI, pathfinding, and decision-making structures.

PROJECTS

Age of Wonders 4 02/2024 - 06/2024

- Contributed to "Age of Wonders 4" and two DLCs "Primal Fury" and "Eldritch Realms" using a 20-year-old C++-based in-house engine.
- Developed new in-house editor settings and core gameplay features, including dynamic map icons, skill-awarding pickups, and structure upgrades.

Godly Gambit 02/2023 - 05/2023

- Co-developed "Godly Gambit", a 3D, couch co-op, arena fighter game made in Unity, as part of a dedicated team of three artists and two developers.
- Devised and Implemented local-multiplayer features, UI, player lobby logic, and player color code logic, enhancing user experience and game interaction.

Cube Escape 10/2022 - 11/2022

- Conceived, designed, and developed Cube Escape, a 2.5D, top-down, hide-and-seek game using Unity and C#.
- Implemented a state machine for enemy AI, enhancing gameplay dynamics and providing a learning journey into AI and state machines.
- Earned a 90% grade with praise for the project's code structure, scripting, learning curve, player feedback, and unique style.

CONTACT

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(Relocation/Remote Possible)
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- Portfolio: lucaskinoo.dev

HARD SKILLS

Programming Languages:

- C++
- C#
- Python

Game Engines:

- Unity
- Unreal Engine

Mathematics:

- Linear Algebra
- Geometry
- Trigonometry
- Complex Analysis

Version Control:

- Git
- Perforce
- SVN

Tools and Software:

- Visual Studio
- Blender
- Autodesk Maya
- Adobe Creative Suite

Web Development:

- JavaScript
- HTML5
- CSS

Other:

- Filmmaking
- Professional Photography

SOFT SKILLS

- Communication
- Creativity
- Eye for detail

LANGUAGES

- Dutch (Native)
- English (Fluent)
- French (Elementary)
- Spanish (Elementary)