

## **SKILLS**

- **Languages**  
C# .NET, JavaScript, Python, C, Cg/HLSL
- **Engines & Frameworks**  
Unity, Node.js, ThreeJS, Phaser, GameMaker Studio
- **General computer skills**  
Git, Linux, GIMP, Google

## **LANGUAGES**

- **French**  
Native speaker
- **English**  
C2 (Common European Framework of References for Languages)

## **TRAINING**

- **Game Developer (2020 - 2021)**  
Interface3, Brussels (1351h)
- **Business Informatics (2013 - 2015)**  
Hénallux, Namur
- **Computer Science (2012 - 2013)**  
Université de Namur

## **PROFESSIONAL EXPERIENCE**

- **Publishing house internship (2016, 3 days)**  
Weyrich Editions, Longlier

## **INTERESTS**

Game design, Code, Writing

## **DRIVING LICENSE**

B vehicles

## **CONTACT**

[luna.lorenz@protonmail.com](mailto:luna.lorenz@protonmail.com)