

Student Experiences

Fishing Cactus July-Dec. 2014	GD on multiple projects - Wrote pitch decks to answer multiple Requests For Proposal - Co-designed and prototyped a typing game (that became Epistory) - Re-designed a serious game (from an existing concept) and managed the development of its prototype	<i>6 months Internship</i>
Supinfogame 2013 - 2014	GD / LD on NOVALIFE - Led Game Design and communicated it to the team on a long term project - Created Level design guidelines to delegate work - Designed efficient tutorials to teach complex mechanics	<i>final year student project</i>
BENTO Studio July-Aug. 2013	LD on 1000 DANCERS prototype - Took part in the development of a Free-to-Play game - Designed the whole level design of a puzzle game from macro to micro - Developed level creation methods to produce more and better	<i>2 months internship</i>
Supinfogame 2010 - 2013	GD / LD on various school projects - Designed and delivered 6 video games and a board game - In a runner game made with a team of 20, led level design and taught level design methods to younger students - Co-designed a musical runner, finalist at Imagine Cup France (Microsoft)	<i>5 or 12 days crunch projects</i>

Education

2010 - 2014	Master in Management & Game Design at Supinfogame
2007 - 2010	Baccalaureate in Science (French high-school diploma)

Skills

Game Design	Applying different design methods to create original and efficient concepts , while keeping strong intentions to maintain consistency. Write understandable and pertinent documents .	Languages French: native English: professional proficiency
Level Design	Define guidelines to keep the game's spirit in all the levels. Design levels with the player experience in mind, adjusting difficulty and variety at micro and macro levels.	Interests Video Games: Platformer, adventure, tycoon / sand-box, indies with original concept... Board Games: Playing, following news, designing Cinema: Korean thrillers, genre movies, original forms of storytelling... Japanese Animation: Ghibli, Satoshi Kon, Makoto Shinkai, anime series... TV Series
Softwares	<i>Advanced</i> Unity Engine (C# prototyping) Word · Excel · Visio Git · Perforce	<i>Intermediate</i> Unreal Engine Photoshop · Gimp Illustrator · Inkscape Sketchup