



## ARTIST & GAME DESIGNER



### EXPERIENCE IN GAME MAKING

- \* 5 months-long traineeship working on Runner Serious Game (Artist, Level Designer, Sound Designer)
- \* Global GameJam 2018 (Artist, Level Designer)
- \* BBQJam 2018 (Artist, Level Designer)
- \* Making custom Singleplayer Quake 1 maps
- \* 2D Animator for a Lamasticot online game in 2017
- \* Unijam 2017 (Artist, Sound Designer, Game Designer)



### SKILLS

- \* Game Design, Level Design
- \* Concept Art, Character Design
- \* 2D Art (Pixelart, Digital, Animation)
- \* 3D Art (Low-poly modeling, Animation)
- \* Sound Design
- \* Video Editing



### EDUCATION

- \* 2017/2018 Professional Game Design course
- \* 2013/2015 DUT Multimedia & Internet
- \* 2012 Baccalauréat Economy



### SOFTWARES

- \* CLIP Studio Paint
- \* Blender
- \* TrenchBroom
- \* Photoshop
- \* Illustrator
- \* Audacity
- \* Sony Vegas



### HOBBIES/MISC

- \* Video Games: Metroid, SEGA (Genesis, Saturn), Quake1 & Unreal/Tournament, Sonic, Megaman...
- \* Artist (Paper, Digital Tablet)
- \* Comics, Manga
- \* Animated features & series
- \* Music (In general including Electronic [Synthwave, MOD Tracker])
- \* Sport (jogging, weight lifting)
- \* Outdoors (walks, trail)
- \* 2B Level English, including usual talks with native english speakers

