

ANTOINE LEROUX

GAME DESIGNER
3C PROGRAMMER

LOOKING FOR AN INTERNSHIP
JUNE TO SEPTEMBER 2022

You can find more of my work on my portfolio : antoine-leroux.github.io/a/

EDUCATION

GAME DESIGN MASTER DEGREE

SUPINFOGAME RUBIKA
VALENCIENNES, FRANCE
2018 • 2023

BACCALAUREATE IN SCIENCE EUROPEAN SECTION IN ENGLISH

LYCÉE GEORGES CUVIER
MONTBÉLIARD, FRANCE
2015 • 2018

PROJECTS

GAME DESIGNER/PROGRAMMER

PIRATE ACADEMY

DECEMBER • JANUARY 2021

- Game design and programming of 3 mini-games on a Warioware-like
- Member of QA team in post-production and bugs resolution

PROJECT MANAGER

AWOK'EN

FEBRUARY • MAY 2020

- Management and organization in a team of 7 people on a Zelda-like
- Game design, programming of game elements, enemies, Boss and UI

LEAD GAME DESIGNER

ACOCALYPSE

FEBRUARY • MAY 2019

- Writing game documents and system design on a Roguelite
- 3C programming, enemy behavior, weapons pattern and UI

WORK EXPERIENCE

GAME DESIGNER/PROGRAMMER

THALES COLLABORATION

SEPTEMBER • MAY 2021

Commissioned by Thales company in order to create a card game and a mobile game to present their anti-submarine defense solutions. Game design, ergonomics, prototyping and programming.

GAME DESIGNER/MASTER

THE ESCAPE AGENCY

JUNE • JULY 2019

Design puzzles and scenarios for a new room and game master and organization of the games in an escape game.

TOOLS



21 y.o.

Valenciennes, France

Passionate Hard worker
Dynamic Proactive

FrenchNative
English.....Fluent

CONTACT

+33 6 49 95 16 23

lrxfr.antoine@gmail.com

www.antoinelrx.com

SKILLS

- Game & Level Design
- Documentation
- Prototyping
- Programming in **C# & Blueprint**
- Playtesting
- Balancing

INTERESTS

Photography Climbing
Video editing Guitar

Games Subnautica,
Apex Legends, INSIDE

Movies Baby Driver,
Shutter Island, Ghibli

TV Shows Love, Death and
Robots, Black Mirror, Dark