

ANTOINE LEROUX

**GAME DESIGNER
3C**

LOOKING FOR AN INTERNSHIP
FROM JULY 2023

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

3C DESIGNER

FARMOBOT

SEPTEMBER • JUNE 2023

- Designing the concept and systems in team
- In charge of the 3rd person mecha controller and linked features

GAME DESIGNER/PROGRAMMER

BLUESCAN

JANUARY • JUNE 2021

- Designing the core gameplay in team
- Programming the prototype and iterations of the mobile game

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

WORK EXPERIENCE

GAME DESIGNER

OH BIBI

JUNE • SEPTEMBER 2022

Worked as a game design intern on FRAG Pro Shooter. Design new characters, balancing and reworking existing characters, improving the game's economic ecosystem.

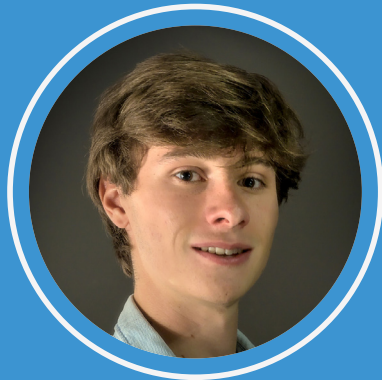
GAME DESIGNER/MASTER

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



22 y.o.

Valenciennes, France

Passionate Hard worker
Dynamic Proactive

FrenchNative
English.....Fluent

CONTACT

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antoine-leroux.github.io/a/

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