



ANTOINE FAUVILLE

DESIGNER BASED IN BERLIN,
GERMANY

FROM A LITTLE TOWN IN BELGIUM,
I BECAME HOOKED ON GAME DEVELOPMENT WITH "AGE OF EM-
PIRES" AND "STRONGHOLD 2" WHERE I CREATED SCENARIOS AND
MULTIPLAYER MAPS. I LOVE ACTION GAMES, RPG'S AND STRATE-
GY GAMES.

I REALLY GOT TO MAKE MY PASSION A REALITY WHEN I MADE
MAPS FOR "BOMBSLINGER" AND "RESEARCH". I HOPE I GET TO
DO MORE OF WHAT I LOVE.

WHEN I'M NOT WORKING, I SPEND MY TIME ON PROTOTYPING,
GAMING, PLAYING INSTRUMENTS, READING, PAINTING.

RESUME

2017-NOW - FLUFFY FAIRY GAMES - GAME DESIGNER

2014-2017 - ESA SAINT LUC - DIGITAL ARTS BACHELOR, INTERACTIVE ART, PROGRAMMING,
DRAWING, ANIMATION, DESIGN.

2012-2013 - ONE YEAR IN UNITED STATES - SENIOR YEAR.

INTEREST

GAME EVENTS - BRO TARU, GAME JAM

CONFERENCES - Q.A. IN VIDEO GAMES

- STORY TELLING - TRANS-MEDIA IN VIDEO GAMES

- ROBOTIC AUTOMATISATION

WROTE A VLOG ON GAMASUTRA

SKILLS

UNITY3D

EXCEL

POWER POINT

MAYA 3D (ANIMATION AND MODELING)

GIT

PROGRAMMING (C#, JAVASCRIPT)

PHOTOSHOP

OCULUS RIFT (UNITY)

EXPERIENCE

- PERMANENT JOB 7 MONTH ON IDLE MINER &
FACTORY TYCOON

- GAME DESIGNER - BALANCING, MONETIZATION, PLAYER
UNDERSTANDING.

- INTERNSHIP 2016 2 MONTH ON BOMBSLINGER
(JULY - AUGUST)

- GAME DESIGN, PIXEL ART, LEVEL DESIGN AND MAINLY
BALANCE DESIGN, QA TESTING.

- INTERNSHIP 2017 2 MONTH ON BOMBSLINGER

- GAME DESIGN, QA TESTING, BALANCE DESIGN, WORKED
ON PROCEDURAL CONTENT, UX AND UI DESIGN,

CONTACT

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