Antoine Fauville

Designer based in Berlin, Germany

From a little town in Belgium,
I became hooked on game development with "Age of Empires" and "Stronghold 2" where I created scenarios and multiplayer maps. I love Action games, RPG's and strategy 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 - Brotaru, 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 8 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

Email :   antoinefauville@gmail.com

Portfolio :   https://antoinefauville.github.io/Portfolio/