



ANTOINE FAUVILLE

DESIGNER BASED IN BRUSSELS,
BELGIUM

FROM A LITTLE TOWN IN BELGIUM,
I BECAME HOOKED ON GAME DEVELOPMENT WITH AGE OF
EMPIRE AND STRONGHOLD 2 WHERE I CREATED SCENARIOS
AND MULTIPLAYER MAPS. I LOVE PARTY GAMES, RPG'S AND
STRATEGY GAMES.
I REALLY GOT TO MAKE MY PASSION A REALITY WHEN I
MADE MAPS FOR BOMBSLINGER.
I HOPE I GET TO DO MORE OF WHAT I LOVE.

WHEN I'M NOT DEVELOPING, I SPEND MY TIME ON GAMING,
PLAYING INSTRUMENTS, READING.

RESUME

2014-2017 - ESA SAINT LUC - DIGITAL ARTS BACHELOR, PROGRAMMATION, GAME DESIGN,
LEVEL DESIGN, GENERAL ART, STORYBOARD AND ANIMATION, CONCEPTUALISATION, DRAWING.

2013-2014 - INDUSTRIAL ENGINEERING, LEARNED WORKING METHODOLOGY

2012-2013 - ONE YEAR IN UNITED STATES - LAST YEAR OF COLLEGE.

EVENT ATTENDED

MEET & BUILD

BROTARU

2016 - GAME JAM - CREATIVE GAME JAM - LUDUS ACADEMIE

CONFERENCES - Q.A. IN VIDEO GAMES

- STORY TELLING - TRANS-MEDIA IN VIDEO GAMES

- ROBOTIC AUTOMATISATION

WROTE A VLOG ON GAMASUTRA

SKILLS

UNITY

MAYA 3D (ANIMATION AND MODELING)

GIT

C# (UNITY)

OCULUS RIFT (UNITY)

PHOTOSHOP

JAVASCRIPT

CONSTRUCT2

RPGMAKER

EXPERIENCE

- INTERNSHIP 2016 2 MONTH ON BOMBSLIN-
GER (JULY - AUGUST)

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

- INTERNSHIP 2017 1 MONTH ON BOMBSLIN-
GER (APRIL)

- GAME DESIGN, QA TESTING, BALANCE DESIGN, WORKED
ON PROCEDURAL CONTENT,

- WORK 2017 1 MONTH ON BOMBSLINGER

- GAME DESIGN, PIXEL ART, UX AND UI DESIGN, GENE-
RAL ART, BALANCE DESIGN.

CONTACT

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