ARTHUR CHIFFOLEAU

GAME DESIGNER

Searching for an internship from June to October 2021

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TRAINING

Master's in Game Design and Management (currently 4 th year) **Rubika Supinfogame** Valenciennes (2017-2022)

BAC S - Specialty computer science (2017)

PROFESSIONAL EXPERIENCE

Internship **Programming Game Design** at Synakene a Learning/Serious Game company in Paris (June and July 2019)

PROJECTS MADE

Mission Hermes:(2017-2018)	Creation of "Mission Hermes" in a team of six people, in charge of Game design with two people, making of prototypes, testing of the game, **writing of the rules**.
Game jams:(since 2017)	Multiple projects in teams for a duration of 48 hours
Wario Ware No pain No gain:(2019-2020)	Creation of a Wario-Ware in a team of **40 people, designing and programming 2 micro-games**, participation in the global design of the game.
Madlads:(2020)	Creation of a strategy game in a team of 7 peoples as **game designer and assistant programmer**.
Pinatatane:(2020-2021)	Creation of multiplayer in a team 9 people as a **game designer and level designer**.

LANGUAGES

French Native	English L1	German L2 and Latin

SKILLS

Work and communication with a team:	Pinatatane, Madlads, Mission Hermes
Game engine:	**Unity, Unreal engine**, Game Maker
Programming languages:	**C#**, Python, JavaScript (beginner), UE Blueprint
Graphic software:	Photoshop, Illustrator, InDesign, 3DS Max, Blender
Office software:	Word, Excel, Power Point, Google Doc, Google Sheet

CENTER OF INTEREST

Music:	Compositions of music with FL Studio
Drawing:	Classes of observation drawing –Les ateliers du Carrousel" (Paris Louvre) (2015-2017)
Culture:	Travelling (Italy, Spain, New-York, Açores, Greece, India, Germany), museums
Readings:	Fiction, Fantasy, Comic books, Mangas, Club reading Montreuil Lekri Dezados(2012-2014)