

# ARTHUR CHIFFOLEAU

GAME DESIGNER

## Searching for an internship from July 2020

### TRAINING

Master's in Game Design and Management (currently 3rd year) Rubika Valenciennes *2017-2022*

Internship programmation Game Design Synakene Learning/Serious Game company Paris *June and July 2019*

BAC S – Speciality computer science *2017*

### SOFTWARE SKILLS

Game engine :	Unity, Game Maker, Unreal engine (beginner)
Programmation languages :	C#, C++ (notion), Python (notion), Javascript (beginner)
Graphic software(notions) :	Photoshop, Illustrator, InDesign, 3DS Max, Blender
Office Software :	Word, Excel, Power Point, Google Doc, Google Sheet

### LANGUAGES

French <i>Native</i>	English L1 <i>Working with indian english-speaker, writing of documentation in English.</i>	German L2	Latin
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### PROJECTS MADE

Boardgame ( <i>2017-2018</i> ) :	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 ( <i>since 2017</i> ) :	Multiple projects in teams for a duration of 48 hours
Video games :	Creation of a “Zelda-like” in a team of six people as Game Designer and programmer. Creation of a “Wario-Ware in a team of 40 people, making 2 micro-games designing and programming, participation in the global design of the game.

### CENTER OF INTEREST

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

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