ARTHUR CHIFFOLEAU
GAME DESIGNER

Searching for an internship from June to October 2021

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F-59300 Valenciennes

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TRAINING

Master's in Game Design and Management (currently 4th 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 **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