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ARTHUR CHIFFOLEAU

GAME DESIGNER

Searching for a 6 months internship starting from July

PROFESSIONAL EXPERIENCE

Internship Game Economy Designer

at Pinpin team (June to September 2021)

- Mission: Balance the heroes and the global economy of the game

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

TRAINING

Master's in **Game Design and Management** (currently in 5th year)
Rubika Supinfogame Valenciennes (2017-2022)

BAC S - Specialty computer science (2017)

STUDENT PROJECTS MADE

Hermes: (2021-2022)

Currently **game designer** on an open world game plane in a team of 10 people.

Pinatatane: (2020-2021)

Creation of multiplayer game in a team of 9 people as a **game designer and level designer**.

Madlads: (2020)

Creation of a strategy game in a team of 7 people as **game designer and programmer**.

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.

Mission Hermes: (2017-2018)

Creation of a boardgame "Mission Hermes" in a team of six people as a Game designer, I was in charge of making prototypes, testing the game, **writing the rules**.

LANGUAGES

French (Native)

English (Fluent)

German and Latin (Beginner)

SKILLS

Game engine:

Unity, Unreal engine

Programming languages:

C#, Python, UE Blueprint

Software:

Office suite, Google suite, Adobe suite, git, perforce, blender, 3ds Max

CENTER OF INTERESTS

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