

Arthur CHIFFOLEAU

Game & Level Designer

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PROFESSIONAL EXPERIENCES

Game Economy Designer Intern *Pinpin Team* June to September 2021

Balance the heroes and abilities · Balance economy and progression · Create tools to import data and monitor battles in engine

Game Developer / Designer Intern *Synakene* July and August 2019

Program the frontend of a gamefied app · Improve and add pages to company website

EDUCATION

Master's In Game Design And Management *Rubika Supinfogame Valenciennes* 2017-2022

BAC S - Specialty Computer Science *Saint Pierre Fourier* 2017

STUDENT PROJECTS

Game & Level Designer *Hermes* 9 month full-time

3C Design and documentation · Tweak of 3C and iteration · Creation and prototype of activities · Level design of islands · Collaboration on global level design · Collaboration with programmer and artist · Organize playtest and improve game from feedback

Game & Level Designer *Pinatatane* 4 months

Level design of the game · Improvement of level design over playtests and feedback · Collaboration on 3C and game rules · Collaboration with artists on the integration of art in the level

Game / Level Designer & Programmer *Madlads* 5 months

Design the game within a team · Document feature for implementation · Program the attack system in C# in Unity using interface · Make multiple level design and integrate gameplay elements

Game Designer & Programmer *Wario-Ware No Pain No Gain* 2 months

Design and document 2 mini-games · program 2 mini games · Participate in the design of the game · create 3 musics and with BPM variation for the global game

Game Designer *Mission Hermes* 10 months

Design the rules of the boardgame · Make multiple prototypes with cardboard and paper · Organize playtest, observe participants, gather feedback and iterate · Communicate with artists for creating visuals

SKILLS

Languages French (Native) · English (Fluent) · German (Beginner) · Latin (Beginner)

Game engines Unity · Unreal engine

Programming languages C# · Python · UE Blueprint

Softwares Office suite · Google suite · Adobe suite · Git · Perforce · Blender · 3ds Max

INTERESTS

Video games Action-Adventure · RPG · Open World · FPS · Rogue-like · Construction · Platformer

Music Composition in DAW · Aphex Twin · Rone · Run The Jewels · Danger · Röyksopp

Books Roger Zelazny · Scott Lynch · Liu Cixin · Robin Hobb · Pierre Bottero · David Eddings

Travels Italy · Spain · New-York · Greece · India · Germany · England