

ALEXIS JOUANNEAU

Game Designer & Producer
Available de July to September 2019
Driving license

✦ Contact

Mail: a.jouanneapro@gmail.com
Phone number: +33 687 384 511
Portfolio: <https://dartictheunic.github.io/>

✦ Softwares

Unity
*Scripting
Integration*



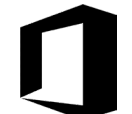
Construct 2
Prototyping

Photoshop
Image editing



InDesign
*Document creation
(rulebooks, game
concepts...)*

Unreal
*Blueprints
Level design*



Suite office
*Scheduling
Powerpoint
Notes*

✦ Language

French - Native
English - Fluent
German - Basic

✦ Hobbies

Videogames - «Arcade» games & strong universe
Series - Distopia, strong ambiance
Music - Metal, rap & french variety
Travels - Germany, Greece, Jamaica...
Others - Beer, cats and philosophy

✦ Education

2016 - 2021
Game Design & Management Master
Supinfogame Rubika (France)

2016
A - Level equivalent, Engineering & Science
Lycée baudimont (France)

✦ Projects

2018

Lead project & Game Designer **Projet General Electrics Healthcare**

Project Heaven is a virtual reality game made for breast biopsy operations. We also redesigned the headset and the operation table. My tasks were to manage a pluridisciplinary team as well as making sure we follow our intentions until the last prototype.

2017 - 2018

Lead project & Game Designer **La Selva**

La Selva is a pixel-art zelda like in a post-Renaissance uchronia. My tasks are to make sure we respect our deadlines, to code game mechanics in Unity as well as Game Design.

2016-2017

Lead project & Game Designer **Time Trouble**

Time Trouble is a boardgame about time travelling. We used the height to picture the time passing by, and allowed the players to change the world to make it look unstable. My tasks were Game Design and Producing, because we had to print the game by ourselves. I had to find the printer, make sure the cards were well printed and in time for our final playtest.

✦ Work experience

2018

Game Designer & Programmeur **Altimance**

I was part of a team in charge of creating a «gamified» workspace. In order to do this, we created a Unity software that unlocks virtual & real rewards when you work.