

Mikaël Fructuoso

GAME DEV, GAME DESIGNER STUDENT

Open to positions in France, from Toulouse

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Looking for a GameDesign / Game development internship

SKILLS

</> Coding

C# Advanced UE4 Blueprints Advanced Javascript Advanced PHP Advanced Twig Advanced
HTML Advanced CSS Advanced React JS Advanced

Professional
Advanced
Intermediate
Beginner

Software

Perforce Advanced SOURCE CONTROL GIT Advanced Unreal Engine 4 Advanced Unity Advanced Game Maker Studio 2 Advanced
Photoshop Advanced DESIGN & EDITING Illustrator Advanced Indesign Advanced 3DS Max Advanced 3D TOOLS Twine Advanced NARRATIVE DESIGN
Word Advanced OFFICE/ PROJECT MANAGEMENT PowerPoint Advanced Excel Advanced MS-Project Advanced

EXPERIENCE



Professional Experience

TECH'N'SMILE

Unity Developer Internship

TECH'N'SMILE - Toulouse, France

Unity 2D and 3D game development, including VR and AR applications.
Development of a Node JS API allowing Unity to communicate with an embedded device

March 2019 - July 2019

TECH'N'SMILE

Level Designer Internship

TECH'N'SMILE - Toulouse, France

Unity 3D level design and 2D infographist
Customer communication and project management

January 2018 - February 2018

EDUCATION

Master's degree Humanities and Creative Industries

September 2020 - Present

Program Project Management, Video Game, Image and Creativity (MAJIC)
University of Côte d'Azur, Cannes - FRANCE

Bachelor of science (BSc) in video game development and design

2019 - 2020

UQAC, Chicoutimi QC - CANADA

Associate's degree in digital design and web development

2017 - 2019

University Institute of Technology, Castres - FRANCE

Learn more about me and my other projects on my portfolio: <http://mikael.fructuoso.com>

