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# Mikaël Fructuoso

## Gameplay Programmer seeking for a Game Designer opportunity

Currently working as a Gameplay Programmer on the AA Open-World Game "Outcast: A New Beginning" at Appeal Studios, I'd like to transition to a Game Designer position and join a studio where I can share my passion with people driven by a common ambition, that of creating video games that will make people smile.

## SKILLS

### Development

- Professional **experiences in the video game industry** on **UE4** and **Unity**
- Usage of source **versionning (Git, Perforce)**
- **Act as a bridge** between developers and designers

### Game Design

- **Collaborate** efficiently **with different departments**
- **Iterate** to reach a qualitative end-user experience
- **Forward designs** through clear documentation
- Ability to organize design meetings and **pitch ideas**

### Producing

- **Scrum master** abilities to organize interdisciplinary teams
- Knowledge of the specifics of **video game production** and **stakeholders**
- **Agile management** (SCRUM framework)

### Communication

- Proficient in **English C1**
- Fluent in **Spanish C1**
- **French** (native)

## EDUCATION

### **Master's degree in Humanities and Creative Industries (Major in Video Game Production)**

University of Côte d'Azur, Cannes - FRANCE

2020 - 2022

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

UQAC, Chicoutimi QC - CANADA

2019 - 2020

### **Associate's degree in digital design and web development**

University Institute of Technology, Castres - FRANCE

2017 - 2019

## EXPERIENCE

### Junior Gameplay Programmer

2022-present (1.5 year)

Appeal Studios X THQ Nordic - Charleroi, Belgium

#### **Outcast: A New Beginning** - AA TPS Open-World

- Game **quest development** and **integration**
- Collaborate to **design features to guide the player** during quests and in the open-world
- **Coordinate developers** and **designers**
- **Pitch ideas** and participate in design meetings

### Gameplay Developer & Scrum Master

2022 - (5 months)

Student Project as part of my Master's Degree

#### **The Morrigan** - Light RPG

- Collaborate on the **3C design** and **development**
- Take part on the **AI design** and **development**
- **SCRUM team facilitator**
- Design and pitch an action-adventure game

### Gameplay Programmer Intern

2021 - (6 months)

Dreamirl - Toulouse, France

#### **Jurassic Snap** - VR "Pokemon Snap"

- **AI** development and integration
- Design and integrate **VR gameplay features**
- **Technological watch and marketing** for a Kickstarter campaign
- **Optimisation on Unity** for a Quest 2 release
- Worked as a **facilitator** for a 3 people team

### Gameplay Programmer and Designer

2021 - (5 months)

Student Project as part of my Master's Degree

#### **Anirya and the Upside-Down World** - 2D Metroidvania

- Collaborate on the **3C design** and **development**
- Take part on the **Boss design** and **development**
- **Coordinate** the art pole for the **level design integration**
- **SCRUM framework** application