# Mikaël Fructuoso

**Gameplay Programmer at Appeal Studios seeking for a Game Designer opportunity**

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*Currently working as a Gameplay Programmer at Appeal Studios, I'd like to join a game 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

• Profressional **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)**   **2020 - 2022**
University of Côte d'Azur, Cannes - FRANCE

**Bachelor of science (BSc) in video game design and development**   **2019 - 2020**
UQAC, Chicoutimi QC - CANADA

**Associate's degree in digital design and web development**   **2017 - 2019**
University Institute of Technology, Castres - FRANCE

## 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 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 Developer & Scrum Master**   2022 - (**5 months**)

Student Project as part of my Master's Degree

*The Morrígan - 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 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