

HECTOR RAMEAU

GAME DESIGNER

20 ANS

PERMIS B - 125CC

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ABOUT ME

Ever since I can remember, I always played games, and while my love for it never changed, my curious nature and hobbies expanded beyond video games. These ranged from Art to science, history to politics to psychology, or from all genres of films to all genres of musics, in order to finally regrouped it all together, into the making of video games.

While I am captivated and always intrigued by every game and new technology which is released, I am also thrilled to challenge myself to make new concepts which connect, challenge, and intrigued as many players as I can.

My Goals

I am currently seeking an Internship for the summer of 2024 in order to expand my skills and broaden my horizon (and meet new extraordinary peoples). I am also totally able to relocate myself and adapt to a new place as I'm used to traveling all around the globe.

EDUCATION

2022 - ongoing

Game Design / Brassart / Toulouse / France

2021 - 2022

Art - Illustration / école de condé / Toulouse / France

SKILLS

Level Design	<div><div></div><div></div><div></div><div></div><div></div></div>
Unity / C#	<div><div></div><div></div><div></div><div></div><div></div></div>
Unreal Engine 5	<div><div></div><div></div><div></div><div></div><div></div></div>
Gameplay Programmer	<div><div></div><div></div><div></div><div></div><div></div></div>
Game Concept	<div><div></div><div></div><div></div><div></div><div></div></div>
Adobe Illustrator	<div><div></div><div></div><div></div><div></div><div></div></div>
HTML / CSS	<div><div></div><div></div><div></div><div></div><div></div></div>

LANGUAGES

English	Fluent
French	Mother tongue
Japanese	Learning in progress