



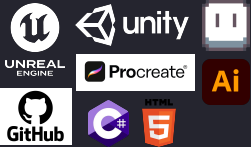
21 yo
french driving license - B
motorcycle - 125CC

ABOUT ME

What drives me is,one day,to make the best,most immersive,and memorable games possible.

I am currently seeking an internship to complete my scholar course in game design.

Skills



Languages



Hobbies

I am deeply passionate about deep and elaborate stories like Warhammer 40k.

I like to ride my bike when possible.

I spent a great amount of my free time reading books, manga, bd, mostly in english.

Weirdly enough, I am also very passionate about looking at maps, which go in hand with my numerous trips around the world.

And finally, I love to play and create engaging video games.

CONTACT ME

adr : 6 rue du pastel
31130 Pin-Balma - France
tel : 0601435192
mail : hector.rameau@yahoo.com
website : hectorrameau-gamedesigner.fr
Linkedin : www.linkedin.com/in/hector-rameau-u-04967622b

EDUCATION

Game Design / Brassart / Toulouse, France 2022 - ongoing

From design thinking, to analysis, to practical work, and studies of various forms of entertainment, my years at Brassart helped me learn and practice first hand the development of entertainment products in groups, especially video games, with multiple releases of school projects and personal work.

Art - Illustration / école de condé 2021 - 2022

My studies remained mainly on the foundational technique and critical analysis of different art forms, but I focused on digital art techniques and made myself more efficient in using digital platforms.

High School Diploma / Lycée Stéphane Hessel 2021

During those years, I specialized in History and Geopolitics, which deepened my understanding and passion about the interplay of history and current global issues.

Internship in Architecture / Aumale / France 2017

I helped in the completion of administrative paperwork and preparation of physical documents.

WORK EXPERIENCE

Corn castration / 4 saisons / Aire sur l'adour 2024 summer

I work in the fields, under the scorching heat of the sun, in the south of France, to do the manual work of castrating corn.

Digitalization of aeronautics manuals / Be-Air / Toulouse 2022 summer

In need of easy to use manuals, I helped Be-Air in the process of digitizing a dozen of aeronautics manuals,which consist of copying, layout, and rechecking every line of a manual. A long but satisfying process.

PROJECT EXPERIENCE

Game Jam / LUDUM DARE 55 / summoner's clash 2024

For the duration of a weekend, me and my teammate work on a little game about two summoners clashing against each other by assembling and casting spells. Together we worked on the graphics and code.



SOON

TOGETHER ?