

ABOUT ME.

I'm Passionated about video games and driven by the curiosity of exploring new ways to make the players interact and have fun with it.

SKILLS

PROFESSIONAL :

- UNITY
- C#
- OFFICE SUITE
- PS / IN / AI

PERSONAL :

- TEAM SPIRIT
- CURIOUS
- POLYVALENT
- METICULOUS

● C R E A T I V E

HOBBIES



MOVIES



VIDEO GAME



BOOKS



GYM

JORDANE CELET

GAME DESIGNER / TESTER



PROFESSIONAL EXPERIENCES

1

LES STUDIOS PERSISTANT - MONTRÉAL
GAME DESIGNER / UNITY DEV

Development and Design of a tower defense prototype.

2

LES STUDIOS PERSISTANT - MONTRÉAL
UNITY DEV / UX DESIGNER / GAME DESIGNER

UX/UI integration on smartphone and design of different ways to interact with new technologies :
Oculus RIFT , Leap Motion.

3

YONDERS - MONTRÉAL
GAME DESIGNER / UNITY DEV / ART

In charge of remaking on PC the toy Digital Derby with a few other Game modes.



EDUCATION

4

ISART DIGITAL - MONTRÉAL
AEC - VIDEO GAMES MECHANICAL CONCEPTION

Level Design, Narrative Design, Player Psychology, Ergonomie, Illustration, 3D Modelisation/Animation , Programmation and working alongside a team as well as, **Game Design** are the skills that I acquired in my formation through practice and theory with school projects at Isart Digital.



PROJECTS



GLOBAL GAME JAMS - JAM ISART - LD DARE
UNITY DEV/ GAME DESIGNER

Those events always teach me something, under time and theme constraint, I learn to perfect different skills that can be professional or personal.

ISART
DIGITAL

SCHOOL PROJECTS
UNITY DEV / GAME & LEVEL DESIGNER

Throughout my formation, I worked on different projects from witch figure, a board game, a paper prototype, a few Level Design (Portal, Neverwinter, 2D Platformer, Fps..) and a rhythmical game on mobile.

KNOW MORE ABOUT ME ON MY WEBSITE



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