

CÉLINE AMOROSI

DEVELOPER

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EDUCATION

2017-2018

TWO-YEAR UNIVERSITY DEGREE IN TECHNOLOGY IN COMPUTING -

University of Montpellier-Sète

- ❖ Java, C, PHP, JavaScript, HTML5, CSS, SQL, Shell
- ❖ Iterative Development, Software Requirements Specification Document

2014-2015

MASTER'S DEGREE IN DIGITAL FICTIONS - Université Paul Valéry, Montpellier

- ❖ Player-Centred Game Design Documents
- ❖ 4 Funs, Critical Gameplay, Art Game & News Game

2011-2012

THREE-YEAR UNIVERSITY DEGREE IN VIDEOGAME - Université Paul Valéry, Montpellier

- ❖ Agile Software Development (SCRUM, 7/3/1)
- ❖ Ludology / Narratology

2010-2011

TWO-YEAR UNIVERSITY DEGREE IN ARTS - Université Paul Valéry

2009

SCIENCE BACCALAUREATE - Lycée Jean Jaurès, Saint Clément de Rivière

PROFESSIONAL EXPERIENCES

2012

6-month internship in Game Design on a free-to-play : PoneyVallée - Feerik, Grabels

- ❖ Content Design
- ❖ Community Management

2008/2018

MISCELLANEOUS

- ❖ Six months as a Deliveroo biker, three months as a waitress in a Pizzeria, height months as a cleaner, etc...

OTHER EXPERIENCES

GAME JAMS & CONTESTS

- ❖ Code Game Jam 2018 (C# on Unity)
- ❖ Asylum Jam 2013 (Level Design, Level Art)
- ❖ Ubisoft Game Challenge 2013 (Level Design, Game Design)
- ❖ Make Something Unreal Live 2013 (Level Design, Level Art)

PROJETS

- ❖ University project - 2018 : "Stress and logical thinking" (Windows Form Software, C#, 4-month project, 4-person team)
- ❖ OniNoMamoru - 2015 (inverted kinematics animation on Unity5 & integration on Unity5, 8-month project, 8-person team)

SKILLS

Python
SQL (Oracle)
HTML5, CSS
JS
C#
Java
Shell
PHP