

Ferrantelli Lucas
21 years old - Valenciennes
06 25 88 21 15
lucas.ferrantelli@gmail.com
Portfolio : <https://lucasferrantelli.wixsite.com/portfolio>

Féérík Games,
494 Rue Léon Blum
34000 Montpellier

Game Design internship

Subject: Application for a 3 to 4 month Game Design Internship (End of May-October)

Dear Sir/Madam,

I'm sending you my application for the position of Game Design Intern in your company, **Féérík Games**.

"Major de promotion" (= unofficial Valedictorian), currently in 4th year of Game Design studies at Supinfogame RUBIKA, I think I can be useful to your company.

As a gamer, my favorite PC games are **League of Legends** and **Yu-Gi-Oh!** I am also a mobile phone player, playing **Eredan Arena** and **Chess Royale**. My favorite board games are **King of Tokyo** and **Epic Spell Wars**. Thus, I am familiar with Esport games. Also, having played at a fairly high level **Krosmaster** and **League of Legend**, I've already had the opportunity to work on Theorcrafting of competitive games.

As Game Designer, for Gambling Dungeon (personal project), I designed and balanced 200+ cards. This project is inspired by **Slay the Spire** and **Dicey Dungeon**.

Moreover, I am currently working as Lead Game Designer on a school project called Leapshot, a 4 vs 4 Esport game, containing Theorcraft and itemization.

I also made a board game called Coq en Stock, which is an arena fighting game, where I created and balanced the different characters as well as the game cards.

As an intern, I worked 3 months at **1P2P** on **Young Souls**, a Beat'em up RPG. My main task was to create and balance items, weapons, spells and enemies.

I also had the opportunity to do an observation internship at **Ankama**, on **Krosmaster**.

At Supinfogame Rubika, I also give workshops on Balancing and Mathematics applied to Game Design since 2017.

I am familiar with the creation of mobile games. I have created several game prototypes, and I made an analysis of Chess Royale's game system.

I also took a course in Game Design and Eco Design for mobile games with Damien Yvray, Lead Game Designer at Ubisoft Mobile.

My mastery of Unity3D, Excel, the Atlasian Suite but also my vocation for balancing and mathematics as a Game Designer can, I think, allow me to meet the expectations of your internship offer.

Your company can bring me a lot in my formation. I enjoy Féérík's games, and this internship corresponds perfectly to my aspiration as a Game Designer.

My availability is from the end of May to the beginning of October, so I am looking for an internship in your company for a period of 3 to 4 months.

Having extra free time until the end of May due to this period of confinement, I am willing to analyze and play other games that could be relevant to know for this internship offer.

Sincerely,

Lucas Ferrantelli