

ERWAN CASTIONI

GAME DESIGNER & PROGRAMMER

CONTACT

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malan-tai.github.io

EDUCATION

- **Télécom SudParis : Game Dev major**
2019 - 2022
IT engineering school
- **Lycée Corneille de Rouen**
2017 - 2019
Math and physics prep school
- **Scientific Baccalauréat**
2017
Honors : "Very good", "European"

SKILLS

Programming

C, C++, C#, Java, Android, Python, HTML, CSS, OCaml, SQL, Git

Game Development

Unity, Unreal Engine, Monogame, SFML

Digital Art

Photoshop, Krita, Blender
Graphic Tablets

Languages

French (native), English (fluent)
Japanese, Spanish, Arabic (beginner)

EXPERIENCES

- **Télécom SudParis - Game Dev intern**
JUNE 2020 - AUG 2020
Multiplayer race game for courses example
Programming (SFML)
- **Télécom SudParis - Game Design Club President**
MARCH 2020 - MARCH 2021
Teaching game design to newcomers
Creation of board, card or video games
Creation and organization of escape games

PROJECTS

- **Romanizer**
APRIL 2021
Historic management game for *Scientific Game Jam 2021*
Winner of the *Grand Prix*
Game Design, UI Design, Programming (Monogame)
- **Cassiopée : Unreal Project**
DEC 2020 - JUNE 2021
3D metroidvania game with custom gravity
School Project
Game Design, Blueprint Programming (UE4), 3D modeling, Playtest Creation
- **DnDeck**
DEC 2020
Android DnD themed card game
School Project
Game Design, Programming (Android)
- **Parapluie Bulgare**
NOV 2020
2D investigation game for *Unijam 2020*
Awarded *Best Graphics*
Game Design, Programming (Monogame)
- **FREZ**
DEC 2019 - JUNE 2020
3D puzzle game
School Project
Project Lead, Game Design, Level Design, Programming (Monogame)
- **Somnium**
NOV 2019
2D puzzle-horror game for *Unijam 2019*
Awarded *Best Experience, Public's Favorite*
Game Design, Graphics, Programming (Unity)
- **The Eternal One**
SEP 2018
2D roguelike for *GMTK Jam 2018*
Game Design, Graphics, Programming (Monogame)