

Manaut



Email

manaut.bertonboitel@outlook.fr

Phone

+33 6 33 43 27 82

Adress

60 Rue des Meuniers
75012 Paris

Portfolio

manautbertonboitel.com

Languages

French - MAIN LANGUAGE

English - B2 FLUENT

Spanish - B1

Skills

Rational Game Design

Unity - C# SCRIPTING

Unreal Engine - BLUEPRINTS

Ruby on Rails

Adobe Suite - PS, AI, PR, AE, LR

Hobbies

Volley-ball

Setter / libero

Video Games

Solo RPG, MOBA

Cooking

From the world & French

Berton-Boitel

Student in Game & Level Design

As a player or developer, I have always been passionate about video games. In order to live my passion, I am looking for an internship in the video games industry as a **QA tester**.

Studies

2020 - Today | Paris

Pro. Licence «video game jobs» : Level designer & Game designer

2018 - 2020 | Bordeaux

DUT Internet & Multimédias jobs - TOP STUDENT

Opquast Certification: Mastery of quality in Web projects - CONFIRMED

2018 | Bazas (33)

Scientific bachelor's degree

Professional Experiences

2021 January | «EMMI Game Jam» Organizer and supervisor

«MMI Bordeaux» & «ENSEIRB MATMECA» engineers meeting for the «EMMI GGJ 2021»

2020 September | Kleïdi - Magnetic ArtLab

Front end web Dev.

- RUBY / MIDDLEMAN, HTML SASS JS

2020 April - August | PizzaïoJo

Full stack web Dev. Internship

- RUBY ON RAILS, HTML SASS JAVASCRIPT, MOCKUPS

2019 June - August | Noutic'ZIK organization

Full stack web Dev. & communication Internship

- RUBY ON RAILS, HTML SASS JAVASCRIPT, MOCKUPS, COMMUNICATION

Student Projects & Game Jams

2019 - 2021 | Game Jams

EMMI.Global Game Jam 2021 «404 AIRPORT» - FIRST PRIZE

Unijam 2020 - «Arbitrium» - BEST GRAPHICS PRIZE

EMMI Jam 2020 - «Night Maze» - BEST CONCEPT PRIZE

Local Jam E-art sup 2020

2019 - 2021 | Student projects

Final project assignement - «Point of View» - 2 MONTH, UNITY SCRIPTING

Level Design Workshop - 3 WEEKS, UNREAL ENGINE BLUEPRINTS

2D game Workshop - 1 WEEK, UNITY SCRIPTING

Platformer «Divine» - 1 WEEK, UNITY SCRIPTING

Accessibility based game «Forest Jump» - 1 WEEK, UNITY SCRIPTING