

Maxime Delaporte



PROFESSIONAL EXPERIENCE

May to
December 2016

Graphic Designer and Salesman for MyDesign
Photo editing and printing on objects using specific technics such as UV inks printer, thermal and textile printing
Daily contact with customers

June 2015 to
May 2016

Game Designer et Graphic artist on my own game
Dinosaurs is a 2D RTS based on a cartoon-like prehistoric background, developped with Unity 3D

July 2015

Participation at French Tech Culture Mix (Avignon, France)

May to
July 2015

Internship at IHMTEK (Vienne, France)
Game designer Assistant and graphic artist
Creation of organigrams and gameplay situations for a Samsung Gear VR game named Sector K
Graphic retouchs and puzzles realisation for a game ordered by the Château of Suze-La-Rousse.

March to
April 2014

Internship at Museum of Art and Archeology (Valence, France)
Creation of game booklet and diorama
Conception et realisation of puzzles, pop-ups and graphic assets



EDUCATION

Currently

Full-Stack Developer course at IT-AKADEMY (Lyon, France)

September 2017

Attended entrance exam of the school of 42 (Lyon, France)

2014/2015

Degree in Game/Level Design à Gamagora (Lyon, France)
Rational Game Design, Organigrams, Sound design, Making of a game as a group project

2010/2014

Degree in Plastic Arts at ESAD Grenoble/ Valence (France)
Paintings, scuptures and videos

2010

High School Diploma in French Literature and Plastic Arts (Avignon, France)



CONTACT DETAILS

Website:
maximedelaporte.github.io
Mobile:
(+33)606658558

Email:
delaporte.maxime@orange.fr



SKILLS

Adobe Photoshop



Adobe Illustrator



HTML/CSS



Javascript



C#



Unreal Engine 4



Unity 3D



Game concept



2D Animation



Web Development



Charater Design



Video editing



LANGUAGES

French



English



Italian

