

# 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 and Graphic artist on my own game  
*Dinosaurus is a 2D RTS based on a cartoon-like prehistoric background, developped with Unity 3D*

July 2015

Participation in 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*  
*Graphics editing and puzzles realization 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 and realization 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

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## 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

