

# Nicolas Capelier

## Technical Game Design

Student in the first year of RUBIKA Supinfogame 's  
Game Design and management master degree.

I am looking for a **two to four months technical game design internship between June and September 2022.**

+33 6 . 52 . 33 . 23 . 85  
capelier.nicolas@gmail.com  
n-capelier.github.io  
linkedin.com/in/nicolas-capelier/

Valenciennes (59300) - France  
Driving license and vehicle

### PROFILE

Passionate about **programming** and **game design**, I want to use my skills and move towards **technical game design**. My collaborators describe me as a **versatile person** willing to **help others** and **share my knowledge**.

### PROFESSIONAL EXPERIENCE

#### **FIVERR GIGS, Unity C# Lessons and game prototypes, Valenciennes, France**

*Teacher and technical game designer, July 2021 - Present*

→ Unity C# lessons

- I give online **Unity and C# lessons** to professionals and individuals
- I created my own lessons based on constant communication with the student to focus on their needs.

→ Unity game prototypes

- I do **2D and 3D games prototypes on Unity**
- I'm using **technical game design skills** to prototype games quickly and provide **game design feedback** if the buyer wants me to.

#### **FALL GARDEN, School internship at RUBIKA Supinfogame, Valenciennes, France**

*Lead Programmer, July 2021 - August 2021*

→ Development of a 3D mobile game for Android on Unity (team of 10 students)

- Setup of the **programming pipeline**
- Creation of the **project architecture**
- **Development** of the main game **features and systems**
- Supervise 5 designers and developers on the programming of the content.

#### **Set&Match Compagnon, Internship at @HomeStudio, Valenciennes, France**

*Backend Programmer, July 2020 - August 2020*

→ Development of a 2D mobile application for Android and IOS on Unity (team of 2 programmers)

- Creation of the **project architecture**
- Development of the **technical features : networking, geolocation and advertising**

### EDUCATION

**Game Design and Management master degree, RUBIKA Supinfogame, Valenciennes, France**  
*2021 - 2023*

**Game Design and Management bachelor degree, RUBIKA Supinfogame, Valenciennes, France**  
*2018- 2021*

### SKILLS

- **Languages:** French (native), English (fluent)
- **Game Development:** Unity3D
- **Programming:** C#
- **Versionning:** Github, GitKraken, SourceTree
- **Documentation:** Notion, Google suite, Microsoft Office, Adobe suite
- **Management:** Trello, Jira
- **Communication:** Discord, Slack, Microsoft Teams

### INTERESTS

- **Online multiplayer games:** League of Legends, Valorant, Counter-Strike
- **Role-playing games:** Dungeons & Dragons, custom RPGs
- **Rogue-like games:** The Binding of Isaac, Realm of the Mad God, Enter the Gungeon
- **Modern sciences:** Quantum physics, theory of everything
- **eSports:** Evolution of the competitive scene