Nicolas Capelier

Technical Game Designer

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Valenciennes (59300) - France
Driving license and vehicle
Able to relocate

Currently a 5th year student of **RUBIKA Supinfogame 's game design and management master degree**.

I am looking for a **four to six months technical game design internship or a job starting from July 2023.**

ABOUT ME

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

SKILLS

Game Development

- Game Design (system design, balancing)
- Unity Engine (2D & 3D)
- C#
- Technical pipeline (development, balancing, integration)
- Networking (Fish-Networking, Mirror)
- Tool design and development
- Versionning (Git)
- Documentation (Notion, Mermaid diagrams, Google Suite)
- Management (Notion, Trello, Jira)

Languages

- French (native)
- English (fluent)

Interests

- eSports
- Online multiplayer games
- Roguelike games
- Rogle-playing games
- Modern science

PROFESSIONAL EXPERIENCE & EDUCATION

Freelance, Technical game design consultant   *December 2022 - Present*
- Consulting for Novaa Inc.

Fiverr gigs, Unity and C# teacher and game prototyping   *July 2021 - Present*
- Lessons based on constant communication with the student to focus on their needs.
- 2D and 3D game prototypes on Unity
- Game design feedback

Fall Garden, Lead Programmer, School internship   *July 2021 - August 2021*
Valenciennes, France
- Development of a 3D mobile game for Android on Unity
- Programming pipeline and project architecture
- Features and systems development
- Supervisvision of 4 game designers on the programming of the content.
- Team of 8 students

Set&Match Compagnon, Backend programmer, Internship at @HomeStudio   *July 2020 - August 2020*
- Development of a 2D mobile application for Android and IOS on Unity
- Project architecture
- Networking, geolocation and advertising
- Team of 2 programmers

Game Design and Management master degree, RUBIKA Supinfogame   *2018 - 2023*
Valenciennes, France
- Game Design, Management, UI/UX, Prototyping