Nicolas Capelier
Technical Game Designer

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Valenciennes (59300) - France
Driving license and vehicle

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**.

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 **work as a team**.

SKILLS

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

INTERESTS

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

PROFESSIONAL EXPERIENCE

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

EDUCATION

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