

# Nicolas Capelier

+33 6 . 52 . 33 . 23 . 85  
capelier.nicolas@gmail.com  
n-capelier.github.io  
<https://www.linkedin.com/in/nicolas-capelier>

## Technical Game Designer

Currently a 5<sup>th</sup> year student at **RUBIKA Supinfogame 's game design and management master degree**.

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

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

### 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

Remote

- Consulting for Novaa Inc. (interactive 3D experiences for language learning)
- Unity development and game design feedback

#### Fiverr gigs, Unity and C# teacher and game prototyping

July 2021 - Present

Remote

- 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

#### Set&Match Compagnon, Backend programmer, Internship at @HomeStudio

July 2020 - August 2020

Remote

- Development of a 2D mobile application for Android and IOS on Unity
- Project architecture
- Networking, geolocation and advertising

#### Game Design and Management master degree, RUBIKA Supinfogame

2018 - 2023

Valenciennes, France

- Game Design, Management, UI/UX, Prototyping