

# Amaury Butaux

## Game Design Intern

Portfolio: [amaurybutaux.com](https://amaurybutaux.com)  
[linkedin.com/in/amaury-butaux/](https://linkedin.com/in/amaury-butaux/)  
amaury.butaux@outlook.fr  
06 35 12 59 81

Looking for a **6 months game design internship** beginning in **March 2023**.

I focus on creating **user-centric** and **informed designs** shared with the team through **clear and synthetic documents**.

## Experience

October 2022 – February 2023  
Cnam-Enjmin

### **Game Designer on Spike**

Action/adventure game about a hedgehog using their own spikes as a weapon.

*core mechanics, 3Cs, game systems, worldbuilding & more (WiP).*

March 2022 – June 2022  
Cnam-Enjmin

### **Game Designer on Fired Up!**

*Best Student Game at BostonFIG 2022*

A 4 player co-op couch game where you use whatever you find in the house to save it from the flames.

*core mechanics, 3Cs, game systems, signs&feedbacks, onboarding, level design, blackout.*

December 2021  
Cnam-Enjmin

### **Game Designer on 45°**

Skill-based racing game with 45° turns only.

*core mechanics, 3Cs, signs&feedbacks, metrics, balancing.*

April 2021 – September 2021

### **Ubisoft Annecy**

### **Gameplay Programmer Trainee on XDefiant**

Free-to-play, fast-paced arena shooter.

*3Cs, UI, gadgets, game modes, scoring systems, AI.*

## Education

2021 – 2023

**Master's Degree in Game Design at Cnam Enjmin**

2016 – 2021

**Engineering Degree from Ensimag**  
*2020 Best French student in computer science*

## Skills

### **Game Design**

Good **communication skills**  
Clear and synthetic **documents**,  
**Rational** Game Design,  
**Research** and **Benchmark**.

### **Programming**

Excellent understanding of **mathematics and computer science**,  
Programming proficiency with **Unity API (C#)** and **Snowdrop API (C++)**

### **Tools**

Unity, Probuilder  
**Documents:** Google Suite, Notion  
**Management Tools:** Scrum, Jira, Trello  
**Versioning Tools:** Perforce, Git

### **Languages**

English (TOEIC 990/990)  
French (mother tongue)