

# Amaury Butaux

## Junior Game Designer

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

## Experience

March 2023 – August 2023

**Maschinen-Mensch, Berlin**  
**Game Designer Intern**

Unannounced project

*Systemic design, content design, prototyping, UI.*

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.*

## Projects

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, combat design, game systems, worldbuilding*

March 2022 – June 2022

Cnam-Enjmin

**Game Designer on Fired Up!**

*5 nomination and 3 awards*

A 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.*

## 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

**Fast prototyping**  
Excellent understanding of  
**mathematics and computer science**,  
**Unity API (C#)**, **Snowdrop API (C++)**  
**Unreal Engine 5 blueprints**

### Tools

Unity, Unreal Engine 5  
**Docs:** Google Suite, Notion, Miro  
**Management Tools:** Scrum, Jira, Trello  
**Versioning Tools:** Perforce, Git

### Languages

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