Amaury Butaux
Game Design Intern

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

Experience

October 2022 – February 2023
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
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, blockout.

December 2021
Game Designer on 45°
Skill-based racing game with 45° turns only.
core mechanics, 3Cs, signs&feedbacks, metrics, balancing.

April 2021 – September 2021
Gameplay Programmer Trainee at Ubisoft Annecy 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++)**

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

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