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 Enimin

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