

A/M

AURELIEN MARY

GAME DESIGN STUDENT
RUBIKA

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LANGUAGES

French : Native

English : Fluent

SKILLS

Game Design

Lead Game Designer on 2 projects

Programation

Lead Programmer on 2 projects

Presentations

Carry several ideas and projects for juries

PERSONNAL INTERESTS

Manga/Anime

Searching for old and modern classics
Cowboy Bebop, Monster, Gurren Langan

Litterature

Thriller, Poetic... anything that looks
new and unusual
Murakami, Dostoïevski, Trevanian

Video Games

Passionate about metroidvanias, tight
platformers, and mindbreaking puzzles
Hollow Knight, Celeste, Portal

EDUCATION

Bac Scientific :

2018 Sainte-Croix de Neuilly

(Second Year) Master in Game Design :

2018-2023 **Rubika SUPINFOGAME**

PROFESSIONAL EXPERIENCE

Internship of 1 month at **Myoken**, where I
learned about **deadlines** and the
imperatives of a small studio.

I am still a **student** and don't have a lot of
experience in companies. But as part of
my studies, I am doing **lots of projects**
with **team** and for juries of **professionals**.
You can have a closer look to those on my
website (link on top)

TOOLS



Unity



Trello



GitKraken



Illustrator



Powerpoint