



AURELIEN MARY

GAMEPLAY PROGRAMMER
GAME DESIGNER

3RD YEAR STUDENT RUBIKA
FRENCH

PERSONNAL INFOS

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COMPETENCES

Game Design

Create systems

Market Analysis with Excel

Programming

Create project structure

C#, HTML, CSS

Unity

Several Projects on the Soft

Unreal Engine

Learning

LANGUAGES

French : Native

English : Fluent

EXPERIENCES

Sainte-Croix | High Schooler

2015 - 2018

Graduated with a Scientific Bac

Netkin | Web Dev Discovery Internship

2016 - 1 month

First professional experience. I learned the basics of programming and created webpages.

Rubika Supinfogame | Game Design Student

2018 - Present

Game Development School where I follow the Game Design course. Learning Game Design tools, Programming and Management. I created here many School Project and Personnal Projects.

Myoken Studios | Game Design Internship

2019 - 1 month

Studio creating Location Based Virtual Reality games. during 1 month. I created puzzles for their latest game. I also designed and documented the next game that was going to be in production.