Pauline Andrault

French indie game developer based in Singapore

Contact details

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Links

- [Website](#)
- [Portfolio](#)
- [Github](#)
- [Mystic Brush VR](#)
- [Le Salon des Enigmes](#)

Languages

- English (fluent)
- French (native)
- Spanish (fluent)

Skills

- **C#** (advanced)
- **Unity** (certified)
- GitHub
- Visual Studio 2019
- Spine, Wwise (integration)
- VR (PICO SDK)
- Jira, Notion, Trello
- Office et Google suites

Activities and interests

Sports

- Capoeira
- Taekwondo
- Argentinian tango
- Judo (competition)

Video games

- Outer Wilds
- The Legend of Zelda
- Rayman
- Detroit: Become Human
- There is no game

Game jams

- [VR Bootcamp](#) by PICO (Singapore, 2023)
- HitboxMakers, ranked 1st (France, 2023)
- Blockchain Heroes by Ubisoft (France, 2018)

Education

2022
3W Academy • Unity Certification "Associate game developer"
Intensive 3-month full-time training in video game programming ([final study project](#))

2013 - 2017
ESCP Business School • Master in Management (strategy, management, marketing)
"Grande école" course in the 3rd best French business school

Work experience

June 2023 - today
VR developer • Game director • [Mystic Brush VR](#)

I designed and programmed a VR game about painting. Prototype available on PICO store. I am currently rewriting the game and looking for funding to go into production.

- **Unity (C#)** and PICO SDK
- VR design and testing
- Game design
- Search for partnerships and funding

2021 - 2022
Unity developer • Game director • [Le Salon des Enigmes](#)

I co-founded Le Salon des Enigmes and released a historical detective game with a team of 2 partners and 19 freelancers.

- **Programming, Unity (C#)**
- Assets integration
- **Team work** on game design
- Conducting playtests
- Debugging
- Commercialisation, partnerships

2016 - 2020
Digital marketing consultant • Content manager • Freelance

I helped business leaders define their B2B marketing strategy.

- + 50 clients in 4 years
- SEO, growth marketing, copywriting
- HTML/CSS, Wordpress, Hotjar
- Facebook Ads, LinkedIn Ads

2015 – 2016
Financial auditor • Internship • EY (ex Ernst and Young)
I conducted tests on the accounts of Thales, Zodiac Aerospace, Renault and Total.

Personal experience

2021 – today
Unity game developer • Independent • [Portfolio](#)

I worked on several titles including a Plants vs Zombies-like game ([Papy Boom](#)), a multiplayer quiz game ([Qulture Clash](#)) and a multiplayer RTS ([Last Faction](#)).

- Programming in **C#** with **Unity**
- Network multiplayer with **Netcode for GameObjects**
- Versionning with **Git**, debugging
- **Wwise** : integration of audio assets
- **Spine** : integration of animations
- Participating in game design decisions
- **Team work** with remote teams
- Leading the composers during the production of a musical game

2017
Game director • Game designer • Orion Adventures

I designed an ephemeral and geolocated treasure hunting mobile game with AR and I launched it during an event with 20.000 participants ([after event video](#)).