

Pauline Andrault

Looking for a **Unity game developer opportunity**

Singapore-based or remote, starting June 2023

Contact details

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Links

- [Portfolio](#)
- [Github](#)
- [Le Salon des Enigmes](#)

Languages

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

Skills

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

Activities and interests

Sports

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

Film production

Partner at All in One Production

Video games

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

Backpacking

Solo trips in South America and volunteer work as a tour guide

Education

2022

3W Academy • Unity Certification “Associate game developer”

Intensive 3-month full-time training in video game programming with Unity engine (C#).

[Link to the 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

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 (1 writer, 1 composer, 1 sound designer, 16 voice actors).

- **Programming the game** “[Le Meurtre Borgia](#)” with **Unity (C#)**
- Assets integration
- **Team work** on game and narrative design
- Conducting playtests
- **Debugging**
- Entrepreneurship and management
- **Commercialisation**
- Search for partnerships and funds

2016 - 2020

Digital marketing consultant • Content manager • Freelance

I helped business leaders define their B2B marketing strategy.

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

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

- Programming in **C#** with **Unity**
- Network multiplayer with **Netcode for GameObjects**
- Versioning 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](#)).

- **Game design**
- **Writing** 8 geolocated scenarios
- Recruitment and supervision of a team of 1 developer, 1 illustrator and 4 testers
- **Negotiation** of a partnership with Paris City Hall for the launch event
- Conducting **playtests**