

Skills

Development:

C#

C++

git

html 5

Softwares:

Unity

Unreal Engine 4

Excel

Trello

Adobe

Langages:

French: native

English: fluent

Espagnole: advanced

Permis B

Studies

2019 - 2021

France, **Rubika**

Game Design

2018

Hamilton Bermuda

Alberta High School Diploma

2017

Solismes France

French Baccalauréat

Experiences

2020 - CrossQuestStudio- Tool Design (2 months)

-Creation of a **nodal visual scripting tool on Unity**.

The tool was **designed** to be use by the Narrator of the team.

2020 - WarioWare (3 months)

- My role was to create an **intergration tool** for 30 micro-games to be merge in a macro-game. I also took part in the **programming of the macro-game** and designed tools for the **playtesting team**.

2020 - Keep the Beat (3 months)

- A rythm ctrl alt game, I did the programmation on **unity** and **ardui-no** and created a **level design tool**.

2020 - Inoh's tale (5 months)

-A Zelda like made with 8 students, I did all the **programmation** of the game and I took part in the **graphic integration**.

2019 - InTheRoom (2 months)

-I designed a new room for the compagny based on a imposed theme.

-I welcomed and driven players through their experiences.

2019 - La Sixième Collection (3 years)

- I was Game Designer on a board game based on fashion.

- I was in charge of protecting the intellectual property of the game.

Hobbies

Sports

Volleyball

Judo

Mountain bike

Music

Saxophone

Guitar

Video Games

MMORPG

Puzzle Game

RPG

Scout