Lino Thebault

Video game developer

I've been passionate about video games since I was a child, and as an indie developer in my spare time, I've acquired skills in development as well as 3D modeling, game design and scriptwriting.

Age
20 yo

Adress
89550, Héry

Language
French native
English C1 (TOEIC)

Driving license
Yes + personal vehicle

Phone number
+33 6 25 21 11 99

E-mail
lino.thebault@gmail.com

Portfolio
tiruu.github.io

Skills

- C# & GDScript
- 3D modeling
- Game Design
- Scriptwriting
- Illustration
- Project management
- Problem solving

Softwares

- Unity
- Godot
- Blender
- Aseprite

Interests

- Video games
- 3D modeling
- Video editing
- Music
- Drawing

▶ Training

BUT MMI, GameWeb course   *Saint-Dié-des-Vosges*

2021 ⟶ 2024

BUT (equivalent to DUT + Licence) Multimedia and Internet professions, GameWeb course (Web and video game development).

Training in Unity, Unreal Engine and Blender. Game design and scriptwriting courses.

Concrete game development projects with real-life partners (museum and city tourist office).

▶ Professional experience

3D creation and development internship   *UDSP 89*

March 2024 ⟶ July 2024

Creation of an interactive web and mobile video game using Unity, intended for members of the Union Départementale des Sapeurs-Pompiers de l'Yonne, with the aim of facilitating communication.

Creation of a website to host the game and distribute information for the association.

Software and technologies: Unity (C#), Blender, HTML, CSS, JS

Development internship   *DISRUPTIVE AI*

April 2023 ⟶ June 2023

Creation of scenes for the browser-based video game EXODE.

Development of various scenes used to introduce a new part of the gameplay to players.

Software and technologies: GitHub, HTML, CSS, JS

Scientific Game Jam Nancy   *Nancy*

March 2023

Participation and victory at the Nancy Scientific Game Jam:

48 hours to create a game in Unity on the theme of a science PhD student's thesis. Creation of a platformer game with puzzles, on the theme of phase transition.

Main position as developer, assisting with level design and game design.

Software and technologies: Unity (C#), GitHub, Blender