# **MAXIME LOPES**

GAME DESIGNER & GRAPHIC DESIGNER 2D/3D

# **EDUCATIONAL ESTABLISHMENT**

-2017 - 2020: Bachelor of Game Design. ICAN.

-2016-2017: Scientific Baccalaureat. High School Jean Rostand, Mantes-la-Jolie.

## **PROFESSIONAL EXPERIENCE**

-Juillet-Septembre 2019: Graphic designer internship in the association, KOG. Asset production for mini-games: animals, buttons et flores...

-Juin-Aout 2018 : Administrative assistant in the company
Oxyvie

# **P**ROJETS

-<u>Tentacule (fin 2018):</u> Game Design, Graphic Design and 3D modélisation: Gameplay's creaction, Game Desig Document, all 2D assets for UI and 3D assets of furniture and early learning toys for child.

"In a closed house, tries to control a character with his tentacle who grips all objects and furniture."

Developed in Unity with 3Ds Max, Fmod and Adobe.

-<u>Mystic Mask (début 2018)</u>: Game Design and Graphic Design: Gameplay's creaction and 2D assets of feedbacks and character with an animal appearance.

"In a 2vs2 fight, controls two characters with opposite movements on the horizontal axis".

Developed in Construct 2 with Adobe.

#### **C**ONTACTS

8 rue de Chambord 78711 Mantes la Ville 06 22 65 86 70

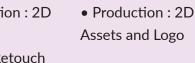
maxime.lopes@hotmail.com lopes-maxime.com

#### **COMPETENCES**



Production : 2DAssets

Photo Retouch





 Document 's Creaction



Illustrator

Integration
 Audible and Visual



- Texturing
- Animation



- Modelization
- Mapping



 Sound Effect's Modification



• Sound Effect's Creaction

# HOBBIES







## LANGUAGES

Français
Native

Anglais Fluently