

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

PROJETS

-Tentacule (fin 2018): Game Design, Graphic Design and 3D modélisation : Gameplay's creation, 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.

-Mystic Mask (début 2018) : Game Design and Graphic Design : Gameplay's creation 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.

CONTACTS

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COMPETENCES



Photoshop

- Production : 2D Assets
- Photo Retouch



Illustrator

- Production : 2D Assets and Logo



Indesign

- Document's Creation



Unity

- Integration Audible and Visual



Marmoset

- Texturing
- Animation



3ds Max

- Modelization
- Mapping



Reaper

- Sound Effect's Modification

fmod
FMOD

- Sound Effect's Creation

HOBBIES



LANGUAGES

Français

Native

Anglais

Fluently