

Valentin Bourgogne

Game Designer

Seeks a 3 months internship from July through September

Softwares

Unity
Unreal Engine
Construct 2

Photoshop
Illustrator
InDesign

Github
Gitkraken
Office Suite

Languages

French - Native
English - C1
Italian - B2

Productions

Forkdrift

Reflexes

February - June 2019

Game Design
Level Design
Writing of formalization documents
Fine Tuning of the Controller
Software : Unity
Platform : Computer

JetNaut

Puzzle

October 2018 - January 2019

Game Design
Programming of the Controller, victory/defeat conditions and Match-3 system
Integration of the assets
Software : Unity
Platform : Mobile

Osirun

Runner

Global Game Jam 2018

Game Design
Level Design
Programming a system for the generation of levels suiting the player's progress
Software : Unity
Platform : Computer

Logitech Contact

Project realized for a 4-week R&D program with Logitech, that aimed to change the user experience of mobile racing games.

For this project, made in a 5-person team, I designed a smart object, allowing a richer experience for players alone or with friends.

Education

2016 - 2019 : Bachelor in Game Design - Supinfogame (Valenciennes)

Game Design - Level Design - C# Language (Unity) - Unreal Engine (Blueprints)

Player's psychology - Oral expression - Management - Art History

Professional Experience

July - August 2018 : Co-presidency - CJS 'Drôme Services d'été' (Loriol)

Creation and co-management of a Youth Service Cooperative

planning management for a 13-person team

hosting and organization of meetings - formalization and negotiation of contracts

Interests

Pen&Paper Roleplaying (GM) : I'm interested in roleplaying because it allows for a more human and lively approach to Game Design.

Debates : Because they allow mutual improvement by confronting respectfully.

Cooking : Because it allows me to touch others in an unique way.