Valentin Lopez

valentinlat@hotmail.com | +33644105218 | **Website** | **GitHub** | **Itch.io**

EDUCATION

Gobelins, *Master Interactive Design Experience*   Paris, France
Major in: Game Design, Minor in: Programming   2021 – 2022
- **Relevant Coursework :** Game Design, Narrative Design, Unity Programming, Creativity, Project Management

Insa Lyon   Lyon, France
Major in: Electronics, Minor in: Programming   2016 – 2021
- **Relevant Coursework:** Computer science, Electronics, Project Management, Creativity

Loughborough University   Loughborough, UK
Major in: Management   September 2020 - January 2020
- **Relevant Coursework:** Project Management, Product Management, Business, Business Analytics

SKILLS & REFERENCES

- **Programming Languages:** C#, C++, Git, Javascript, Typescript, Html, CSS.
- **Technical skills:** Unity3D, Unity2D, 2D Animation, DevOps, Full stack programming.
- **Soft skills:** Game Design : combat, puzzle, adventure, narrative; Scrum: Project management and organization.
- **References :** The Art of Game Design by J.Schell; Theory of Fun by R.Koster; Game Feel by S.Swink; Rules of Play: Game Design Fundamentals by Eric Zimmerman and Katie Salen; Game Programming Pattern Rober Nystrom.

GAME DESIGN EXPERIENCE

Space Wander (currently in development)   GDD | YouTube | Website
- Development of a procedurally generated Roguelike with a team of 4 people. Managed and organized the project.
- Leaded programming and design and made most of the art
- Experience designing player characters, combat, enemies, abilities, weapons, power-ups, environments.

Shape Dungeon   GDD | Itch.io | Website
- Development of a puzzle game prototype. The intentions were to make a restful and smooth experience
- Experience designing puzzles.

Break(Unity)   Itch.io | Website
- Development of a small co-op puzzle shooter. The intentions were to make a fun artistic direction and a smooth gameplay.
- Lead programming and co-designed the core features.
- Experience designing environment narrative, combat, puzzle.

PROFESSIONAL EXPERIENCE

Finastra   Paris, France
Software Engineer Intern   March 2021 – August 2021
- Worked with product managers and business analyst to develop brand new features for Fusion Invest (market finance software).
- Participated in sales presentations to translate user needs into easy-to-understand software solutions
- Prototyped and iterated on the features to get a prefect user experience.
- Tested software for bugs and operating speed, fixing bugs and documenting processes.

EI-Technologies   Paris, France
Web Developer Intern   March 2020 - August 2020
- Worked in close collaboration with the client (Groupe Eloi) to defined specifications for the development of a teleconsultation webapp.
- Prototyped and iterated on the web app to match exactly our client needs, and to create the best user experience possible.
- Documented technical specifications and project testing methods for future reference and other assignments.
- Collaborated with agile development team to test, develop and maintain web applications.