

# Valentin Lopez

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## EDUCATION

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**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

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- **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

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**Project MARS (currently in development)**

[GDD](#) | [Website](#)

- Heir to Space Wander Mars is an ambitious project. We are currently working on its design.
- Experience designing player characters, cameras, controls, movement, combat, enemies, abilities, weapons, environments.

**Space Wander**

[GDD](#) | [YouTube](#) | [Website](#)

- Development of a procedurally generated Roguelike with a team of 4 people. Managed and organized the project.
- Led programming and design and made most of the art
- Experience designing player characters, combat, enemies, abilities, weapons, power-ups, environments.

**Daddy je veux une peluche**

[Itch.io](#) | [Website](#)

- Development of a small rhythm game. The intentions were to make a fun artistic direction and a smooth gameplay.
- Lead programming and co-designed the core features.
- Experience designing rhythm game.

## PROFESSIONAL EXPERIENCE

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**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 perfect 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.