

# GAME DESIGN, CREATIVE TECHNOLOGY, GAMEPLAY PROGRAMMING

## SKILLS

### GAME ENGINES

Unity (3D / 2D / UI)  
Level design, integration  
Scripting

### 3D SOFTWARE

Blender  
Cinema 4D

### PROGRAMMING

C# / C++  
HTML / CSS  
JavaScript

### ADOBE CREATIVE SUITE

Photoshop  
Illustrator  
InDesign  
After Effects

### CREATIVE TECHNOLOGY

Max/MSP / PureData  
Processing  
Arduino

### UX/UI PROTOTYPING

ANTOINE DIEULESAINT

## CONTACT

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a.dieulesaint@gmail.com

## PORTFOLIO

[antdl.github.io/](https://antdl.github.io/)

## CURRENT PROJECT

**Crimson Smoke** - Mobile narrative game, based on a dialogue system in which the player has to combine ideas and concepts in order to create his answer.

## EXPERIENCE

### CREATIVE TECHNOLOGIST, FOUNDER

QUATERSIDE

SEPTEMBER 2014- MARCH 2016

Creation of an agency designing, programming and building custom interactive systems and installations.

Visual and technical creation for the agency's projects :

- UX/UI design
- 2D/3D mock-ups and animations
- Scenographies and associated technical solutions

### JUNIOR WEBDESIGNER

MOSQUITO

MARCH - AUGUST 2014

- Webdesign, UX & UI design for cultural and institutional websites
- Sensorial interfaces design/prototyping

### R&D ASSISTANT

WEBLIB

APRIL - AUGUST 2013

- Benchmark of JavaScript libraries for animation and interfaces
- Design and development of web applications studying uses and possibilities around the SVG vector format

## EDUCATION

### GOBELINS

2017-2018

### /ENJMIN

(Paris, France)

Interactive Digital  
Experiences advanced  
Master -  
**Video games and  
transmedia experiences**



### ECE

2009-2014

### PARIS

(Paris, France)

Engineering degree in  
software engineering and  
networks, **audiovisual and  
multimedia** option



### UNIVERSITÉ

2013

### LAVAL

(Québec, Canada)

Specialization semester in  
**interfaces design and user  
experience**



### CONCORDIA

2011

### UNIVERSITY

(Montréal, Canada)

Exchange semester,  
electronics and  
**programming** courses

