ANTOINE DIEULESAINT

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MAIL
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PORTFOLIO
antdls.github.io/

GAME DESIGNER & PROGRAMMER

OUTSTANDING PROJECTS

SUSPIRIUM
Jam game, thriller/puzzle with a moderate success on Itch.io
Roles : Game and level design, programming

Gedeon
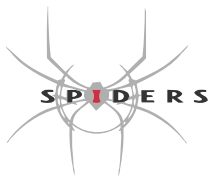Interactive lighting system, installed in musicvenues.
Roles : UX/UI Design , programming, electronics

TECHNICAL SKILLS

unity / C# / C++ / blender™ / Adobe Creative Cloud

HTML / CSS / JavaScript / Max / PureData / Processing / Arduino

EXPERIENCE

2018

QA Tester / Level designer, Spiders Studio
Functional testing, ensuring the consistency of mecanics and narrative in the RPG *Greedfall*, integrating quest and environment markers and clues in the game engine

2014 2016

Artistic Director & Technical Manager, Quaterside
Graphic, UX/UI and electronics design and programming for interactive scenographies, audiovisual systems and applications for performing arts and cultural events

2014

Webdesigner, Mosquito
UX/UI design and programming for cultural/institutional websites and applications for interactive museum terminals, and monitoring of their on-site installation

EDUCATION

GOBELINS/ENJMIN
2017-2018

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

ECE PARIS
2009-2014

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

LAVAL UNIVERSITY
2013

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

LANGUAGES

ENGLISH
Bilingual

GERMAN
Read

RUSSIAN
Learning