

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/

ONGOING PROJECT

Gothic Novel Game Jam - Month-long game jam, we're creating with a friend a dungeon crawler inspired by Hotline Miami and 19th century gothic novels.

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

