ANTOINE BELLIARD
TECHNICAL GAME DESIGNER

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Montpellier
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EDUCATION

Bachelor's Degree of Game Design *2022-2023.*
Paul Valéry Montpellier III University.

History Degree *2021-2022.*
Paul Valéry Montpellier III University.

Associate Degree in Computer Science

2019-2021.
Montpellier University Institute Of Technology.

EXPERIENCE

Python Developer *March 2021-June 2021.*
Laboratory of Computer Science, Robotics and Microe-lectronics of Montpellier.
Team : MAB (Methods and Algorithms for Bioinformatics).
Length : 3 months.
Task : Create a data collecting and analysis tool for the PhyML software.
Skills : Python, Django framework, regex, DBMS.

VIDEO GAMES

Kratos Therapy *December 2022. Unity.*
Mimic Gotta Sneak *Code Game Jam 2021, Design Award. Unity.*
One Use Hero *Minijam 2020. Unity.*
Epitaph : A Matter Of Life And Death *Code Game Jam 2020, Design Award. Unity.*

HOBBIES

Role Playing Games
Experience as both player and game master. Favourites : Vampire the Masquerade, Call of Cthulhu.

History
Favourite historians : Michel Roquebert, Anne Brennon, Johann Chapoutot, Christian Ingrao... And Howard Zinn.

Music
Death Grips, King Crimson, La Femme...

Video Games
Sekiro, Disco Elysium, Hades...

TOOLBOX

Game engines :
Unity, GDevelop
Digital Painting :
Photoshop, Clip Studio Paint
3D :
Blender
VCS :
Git
Project Management :
Trello, Miro

PROGRAMMING LANGUAGES

C#
Used daily.

Python (+ Django), HTMLCSS
Used regularly.

Java, PHP, SQL
Used occasionally.

SKILLS

Game Design :
RGD
Programming :
MVC, UML diagrams
Project Management :
Agile, 7.3.1, Scrum

ASSETS

Self-reliance.
Initiative
Creativity

LANGUAGES

French : Birth language.
English : Expert
Chinese : Learner