



FROMMENT

AXEL

GAME DESIGNER NARRATIVE DESIGNER

About Me

A Game & Narrative Design student passionate about crafting fun and engaging games, just like when I'm in the kitchen.

Contact



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[Portfolio / Site](#)

Additional



• Driver's License (B)

• English – C1

• Second Bachelor's Degree in Computer Science

Time	2018 → 2021	2022	2023	2024 →
Education	University of Caen – Bachelor's Degree in Computer Sciences	Brassart Lille – Bachelor's Degree in Video Game specialized in Game Design		
Video Game Experience	Study Project: Website & Mobile App Development	Project: Board Game	Game Project : <ul style="list-style-type: none">• Tower defense• Arcade Beat them all• VR Escape game	Global Game Jam (2024) 1-Year Final Year Project Global Game Jam(2025) Non-combat Deckbuilding
Expérience	Parcel service employee	Leclerc Employee Temporary Worker		Temporary Worker & Handler
Skills Learned	Web Développement (html, css, php, javascript) Coding (Java, C, python)	Game Design Narrative Design, Worldbuilding	Game Design & Level Design Narrative design & Quest Design Coding C#	Game Design Narrative Design Project management (Chief project/producer) Programmer gameplay

Soft skills

- Communication
- Collaboration
- Rigor
- Critical Thinking
- Flexible
- Empathetic
- Observant
- Vision Sharing

Hard skills

Unity, Ink, Figma, Excel

Github, RPG Maker, Hammer

Game Design Document

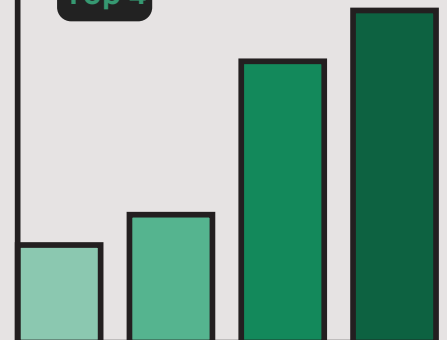
Narrative Design Document (en anglais également)

Scripting

Project Management & Data Analysis

Interests & Hobbies

Top 4



Traveling Reading Cooking Video games

