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aymeric godivier

AYMERIC GODIVIER

QA / Game Designer

Curious and always eager to learn, I am currently completing a software testing training program. Very observant and meticulous, I always strive to deliver the best possible work. With my background in web development and video game development, along with the skills I've acquired in testing methodologies, I am confident that I would be a valuable asset to your company.

TOOLS

Jira

Git



Cypress





Unreal Engine



Unity



Figma



LANGUAGES

French: mother tongue



English: professionnal



HOBBIES

Video games



Japanese animes



Fantasy novels

RECOMMANDATION

"His work-study experience enabled me to observe a number of qualities in him.

In particular, his ability to work in a team, his availability, not to mention his ease of integration and obvious enthusiasm for this industry and for game design in particular.

His efficiency and motivation were noticed by the team, who quickly placed their trust in him."

Georges-Thomas Châteaureynaud, founder of TEREBRIS

translated from french

EXPERIENCE

Training in software testing

Openclassrooms, January 2024 - September 2024

- Planning test strategies for various web applications
- Writing requirement reviews based on user stories
- Writing and completing test case documents
- Performing API testing using Postman
- Setting up automated tests with Cypress
- Reporting and updating bugs in Jira

Game Designer and tester on Terebron

Terebris, Evry, February 2021 - August 2022

- Designing mechanics for a puzzle game on Unity
- Creating over 160 levels for the game
- Integrating levels and testing difficulty balancing
- Writing design documentation
- Designing the level editor interface

Student in Master of Game Design

ICAN, Paris, September 2020 - July 2022

- Developing games and prototypes on Unreal Engine and Unity
- Writing technical documentation and design documentation
- Conducting balancing tests
- Organizing playtests and analyzing playtest feedback

Volunteer Civic Service for Energy Transition UnisCité, Angers, January 2020 - June 2020

- Participation in solidarity actions
- Creation of educational and playful activities on the themes of the environment and energy consumption
- Management of the organization of the work in team

EDUCATION

2024: Training in software testing, Openclassrooms

2020 - 2022 : Master degree in Game Design at ICAN, Paris

2018 - 2019 : Bachelor degree in Level Design at Gamagora, Lyon

2016 - 2018: Two-year university degree in web design and multimedia at IUT du Limousin, Limoges