

Auger Charlotte

Technical Game Designer

 +33 6 33 56 77 00

 auger.cha@gmail.com

 charlotteauger.github.io

 Valenciennes, France

Experiences

Personal and School projects

I took part in several projects with different scope and scale :

solo or in **interdisciplinary team**

few days jams or **8 months long projects**

video game (2D and 3D) as well as **boardgame**

Mostly, I ensure the roles of **programmer** and **game designer** through those projects.

Skills

Languages

French : Mother tongue

English : Fluent

German : Beginner

Game engines

Game Maker : Intermediate (300hrs)

Unity : Intermediate (hrs)

Unreal Engine : Beginner (30hrs)

Tools

Adobe Creative Suite

(Photoshop, Illustrator, InDesign)

Javascript, CSS/HMTL, C#, Lua, XML

Specialized skills

Level Design

UI/UX

Education

3rd year in Game Design and Management – Rubika, France 2015-now

1st year in Sociocultural activities – University of Angers, France 2014-2015

1st year in Psychology – University of Angers, France 2012-2013

Personal interests

Boardgames

Pen'n Paper Role Playing Games

Anything new and exciting