Charlotte Auger
Technical Game Designer

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🏠 France - Open to relocate

Experiences

Oct. 2017 - Feb. 2018

MarraKas - Mexican inspired 3D platformer
Unity • Team project (3 people) • 4 months
Programming : gameplay features, inventory system
Tutorial and cinematic scripting

Feb. 2017 - May 2017

Ostora - Futuristic and arabian 2D zelda-like
Game Maker • Team project (8 people) • 4 months
Programming : gameplay features, enemy behaviour, saving system
Game Design : player mecanics

Jan. 2017

Poseidance - Rhythm game for two players
Global Game Jam 2017 • Game Maker • Team project (5 people) • 48h
Programming : gameplay features

Skills

Game engines
Unity : Intermediate
Game Maker : Intermediate
Unreal Engine : Beginner

Languages
French : Native
English : Professional working proficiency
German : Elementary proficiency

Programming
C#, CSS/HMTL, Lua, XML

Tools
Adobe Creative Suite
(Photoshop, Illustrator, InDesign)

Education

2015-now   3rd year of Master's Degree in Game Design and Management – Supinfogame Rubika

2014-2015   1st year of Sociocultural Activities Bachelor – University of Angers

2012-2013   1st year of Psychology Bachelor – University of Angers

Personal interests

Boardgames : Time Stories, Mysterium, Smallworld, Dead of Winter
Volunteering : Construction work (cultural heritage preservation), A MAZE. festival
Music : rock, stoner metal, electro, psytrance festivals (Psy-fi)
Anything new and exciting !