

Charlotte Auger

Technical Game Designer

☎ +33 6 33 56 77 00

@ auger.cha@gmail.com

📄 charlotteauger.github.io

🏠 France - Open to relocate

Experiences

Oct. 2017 **MarraKas** - Mexican inspired 3D platformer

- Feb. 2018 *Unity • Team project (3 people) • 4 months*

Programming : gameplay features, inventory system

Tutorial and cinematic scripting

Feb. 2017 **Ostora** - Futuristic and arabian 2D zelda-like

- May 2017 *Game Maker • Team project (8 people) • 4 months*

Programming : gameplay features, enemy behaviour, saving system

Game Design : player mechanics

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

Programming

C#, CSS/HTML, Lua, XML

Languages

French : Native

English : Professional working proficiency

German : Elementary proficiency

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, Mystierium, 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 !