# Ewan **Argouse**
## TECHNICAL DESIGNER

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I love developing my **versatility**, to improve my ability to **communicate** within a team and **solve unique problems** that comes with creating novel game experiences.

## Skills

**Development**
- Unity/Advanced C#
- Godot/GDScript
- Unreal/C++
- Git

**Game Design**
- System
- Concept
- Prototyping
- UX

**Management**
- CI/CD
- Notion
- Obsidian
- JIRA

**Production**
- Blender
- Microsoft Office
- Suite Adobe
- FL Studio

## Experience

**Tuatara Games**
**2021 - Present**
- Game programmer

**Pinpin Team**
**2019**
- Intern developer Unity
- 3 hypercasual prototypes

## Projects

**Bare Butt Boxing**
**2021 - 2024**
- Game programming and Networking
- Game design

**Forklift Champions**
**2021 - 2022**
- Graduation game project in team
- Game programming and design

## Education

**Supinfogame RUBIKA** *France*
**2017 - 2022**
Master Degree
Game Programming and Management

**Lycée Notre Dame** *France*
**2014 - 2017**
- High School Diploma in sciences
- Aeronautics Initiation Certificate

## Hobbies

Art
Music composition
Travel
Video games

## Languages

French - Native
English - Proficient