# MENARD Isaac

# Game designer

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## SOFT SKILLS

- Creativity
- Curiosity
- Team work
- Empathy
- Stress management

## INTERESTS

- Climbing
- Video montage
- Firefighter

## EDUCATION

**GAME DESIGN SCHOOL 2021-TODAY**

2 Years student in Game design at ISART DIGITAL

**ISART**
**DIGITAL**

## LANGUAGES

- French (native)
- English

## Projects

**SPACE DRIVER   ONE BUTTON GAME   2021**

Mobile game realised with UNITY

*Game design - Level design - UI/UX - DA - Programming*

**ROLLER RUSH STREET SHIFT   ACTION 2.5D   2021**

Multiplayer game with UNITY

*Realised with game programmers, game designers and music & sound designers*
*Game design - team management - Level design - UI/UX - DA*

**SUPER MARKET COVID19    2020**

Web game (HTML/JS/SQL)

*Game design - Level design - UI/UX - DA - Programming*

## Professional Experience

**LIFEGUARD   PROTECTION CIVILE   PARIS SEINE  2021-TODAY**

Team leader in intervention

*Management of lifeguard teams and rescue of victims. We reinforce the SAMU and the firemen of Paris in the peak hours and secure zones at risk (concerts, sporting match...).*

**FIREFIGHTER   FIRE STATION OF POITIERS   2019-2021**

Sapper First Class

*Realization of more than 100 interventions (road accidents, fires, lifeguards, cardiac arrest...). Obtained the PSE1 and PSE2 diplomas*

**ATTRACTION MANAGER   FUTUROSCOPE   SUMMER 2021/2022**

Management of the reception and security of visitors

I worked in different teams and different positions. We had to welcome visitors, manage their problems, their security within the park.

## Softwares

**Unity** *Video games creation / Prototypes*

**Photoshop** *Illustration, Documents*

**MAYA** *Level design, 3d modelisation*

**AFTER EFFECT** *video montage, Motion design*

**GIT** *Code management*

## Hard Skills

- Game Design
- Level Design
- UI/UX
- Web / Unity Programming
- Prototypes