MENARD Isaac

Game designer

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SOFT SKILLS

- Creativity
- Communication
- 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
D I G I T A L

LANGUAGES

- French (native)
- English

Projects

TENDERS FIGHT   STEAM GAME   2023

First game monetised and published on STEAM

Game design - Producer - Level design - UI/UX

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

Professional Experience

TD UNITY DADA! ANIMATION PARIS   2022-2023

Creating tools on Unity for graphic designers

I make tools on unity to help the production of 3D animations on Unity.

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...).

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