



# GARNON

# THEO

## GAME DESIGNER

Passionate about **game design** and **programming**, with experience in the **restaurant industry**, I am comfortable both in **development** and **direct interaction**. My background has taught me to **stay calm under pressure** and solve problems efficiently. I am looking for an **internship** to refine my technical skills and bring captivating worlds to life.

## Experience

### Waiter / Sommelier

2023 – now

#### CHEZ GEORGES – Lille

- Customer reception, service, and wine recommendations 'Food & Wine Pairing' from August 2023 to present

### Barman

2022 – 2023

#### LE KHEDIVE – Lille

- Customer reception & service.
- Responsible for the bar section.

### Internship – Web developer

2020

#### IT-SIS – Fleury-les-Aubrais

- **Development of an internal web application** for the company, managing expense reports.
- **Set up a server** for calculating routes necessary for the application.
- 6-week internship at the end of the first year of my BTech

## Design skills

Rational GD & LD

Narrative design

Enemies & boss fight

UML & MCD

Gameplay mechanics

## Education

### Bachelor Game Design

BRASSART Lille | 2022 – 2025

#### Year 1

- Board game
- Tower defense (UNITY)
- End-of-year project (UNITY)

#### Year 2

- Escape game VR (UNITY)
- Narrative-driven game (UNITY)
- Concept end-of-study project

#### Year 3

- End-of-study project (UNITY)

### BTech Digital Systems

opt. Computer Science & Network

#### LA PROVIDENCE Amiens

2019 – 2021

#### Year 1

- Peer support web application for students (PHP & JS)

#### Année 2

- RFID bib scanning system (C++)
- Multiplayer combat system for a tactical RPG (C++ & SFML)

## Tech skills

C# & Unity

C++

Web development

Inkle's Ink & Twine

GitHub

## Soft skills

Oral communication

Sociable

Adaptability & composure

## Languages

