# Thomas Depraz-Depland

Game Design Student

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thomasdepraz.github.io

## Skills

**Programming** 

C#

HTML/CSS

**Software**Unity
GitKraken
Adobe Suite
Pack Office

Game Design

Game mechanics Design Documents Design Tools

**Teamwork** 

Trello Excel **Spoken Languages** 

French(native) English (usual) German (basics)

# **Education**

Sept. 2018 > Current

Game Design Bachelor Rubika Supinfogame, Valenciennes

Sept. 2015 > June. 2018

Baccalauréat S spécialité SPC With Honors

Lycée Camille Vernet, Valence

# Experience / Projects

#### 2021

■ Pirate Academy : Core Gameplay Programmer

☐ WarioWare-like Game ☐

☐ Unity ☐ 2D ☐ 40+ people ☐ 2 months ☐

I was part of the core programming team in charge of developping the macro-game.

#### 2020

■ Thales Card Game : Game Designer

☐ Card Game ☐

☐ 12 people ☐ 4 months ☐

We were charged by ThalesGroup to create a card game to present their anti-submarine defense solutions. I worked on the gameplay mechanics, the QA and the rules's redaction.

■ Hook : Lead Gameplay Programmer

☐ Zelda-like game ☐

☐ Unity ☐ 2D ☐ 8 people ☐ 4 months ☐

As lead gameplay programmer I was in charge of the technical documentation as well as helping my colleagues with their code. As a programmer, I mainly worked on the player controller and interactable objects.

### ■K.A.T.A.N.A: Game Designer / Programmer

☐ Roguelike vertical slice ☐

☐ Unity ☐ 2D ☐ 7 people ☐ 4 months ☐

I worked on the game mechanics. I programmed the player controller and worked on the game's UI.

#### 2019

■ Habemus Papam : Game Designer

☐ BoardGame ☐

☐ 6 people ☐ 9 months ☐

Le secret de Morideth : Game Designer

☐ Escape Game - Student project ☐

☐ 6 people ☐ 1 week ☐

■The Case Escape Game: Game Designer Intern

(Game Mastering + mobile Escape Room creation)

☐ 1.5 months ☐

# **Hobbies**

Reading: Alain Damasio

Philip K. Dick Label 619 Sport : Biking Climbing Running Music: Amateur Pianist J.S Bach Parcels