

# Thomas Depraz-Depland

Game Design Student, 20 year old

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thomasdepraz.github.io

## Education

Current  
Sept. 2018

● Game Design Bachelor  
*Rubika Supinfogame, Valenciennes*

June. 2018  
Sept. 2015

● Baccalauréat S spécialité SPC  
Italian and Plastic Arts Options  
With Honors  
*Lycée Camille Vernet, Valence*

## Experience / Projects

2020

● Video Game Development :  
*K.A.T.A.N.A (Roguelike vertical slice)*  
*HOOK (Action-adventure game)*

2019

● Internship at The Case Escape Game  
(Game Mastering + mobile Escape Room creation)  
*Escape Game: Le secret de Morideth (student project)*  
*Board game: Habemus Papam*

2018

● Student Projects  
*Game Jam: Turkey's Magical Night*  
*Carpentry (Summer job)*

2017

● Website developement

## Skills

Game Design  
*Game mechanics*  
*Puzzles*

Teamwork

Software  
*Suite Adobe*  
*Pack Office*  
*Unity*  
*Git*

Coding  
*HTML/CSS*  
*C#*

Spoken Languages  
*French(native)*  
*English (usual)*  
*German (basics)*

## Loisirs

Reading : *Alain Damasio*  
*Philip K. Dick*  
*Label 619*

Sport : *Biking*  
*Climbing*  
*Running*

Music : *Pianist beginner*  
*J.S Bach*  
*Parcels*