Timothé HUERRE
Game Designer

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Looking for an Internship in Game Design starting from June to September 2022

EDUCATION

Master's degree in Game Design & Management
2018 - Current | **SUPINFOGAME RUBIKA**

International Banking & Finance
2016 - 2017 | University of Greenwich | London

Bachelor of International Business Management
2015 - 2016 | University of South Wales | Cardiff
2012 – 2015 | IPAG Business School | Nice

WORK EXPERIENCE

Société Générale | Bank Accountant
January - June 2016
NBI Analysis
Calculation of Taxable income
Excel & Process Improvements

Mc Donald's | Multi-Skilled Team Member
June - August 2014
Cashier
Maintenance

SKILLS

Spoken Languages
- English: Fluent | French: Native -

Game Design
- Systemic Conception, Balancing, Monetization -

Game Engines
- Unity & Unreal Engine 4 -

Programming languages
- C#, Blueprint, SQL & HTML/CSS -

Data Analysis Softwares
- Excel, Tableau, IBM SPSS & Gretl -

Versioning
- Git & Perforce -

Also Notion, Confluence, Jira, Adobe Suite & others

ABOUT ME

I'm a French game designer with a financial background, genuinely interested in **system design.**

You can find my portfolio here:
thuerre.github.io

PROJECTS

Sliding Towers | Tower Defense
Android - Unity - Spring 2021
Game Designer, Programmer

Supertag | Parkour Multiplayer
PC/Online - UE4 - Winter 2022
Game Designer, UX-UI Designer

Yokai Rescue | Platformer 2D
PC - Unity - Summer 2021
Game Designer, Programmer, LD

Pirate Academy | WarioWare
PC - Unity - Fall 2020
Game Designer, Art Director

Hook | Action Adventure 2D
PC - Unity - Spring 2020
Game Designer, Programmer

INTERESTS

Treasurer - Student Union
BDE Rubika – 10K€ Budget - 2020/2021

Video Game Development
Global Game Jam 2018 & 2019

Guild Master - Raid Leader
World of Warcraft – 20 people – 2021

Sports: Ski, Boxing, Soccer

Music: Guitar, Hellfest & Wacken Fest

Travels: Interrail – Northern Europe
Japan, Hong Kong, Viet Nam,
Indonesia, Canada, USA