Timothé HUERRE

Economic Game Designer | Data Analyst

SKILLS

Game Engines

- Unity & Unreal Engine 4 -

Programming languages

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

Data Analysis Softwares

- Excel, Tableau, IBM SPSS & Gretl -

Game Design

- Systemic Conception, Balancing, Monetization -

Versioning

- Git & Perforce -

Also Trello, Confluence, Jira, Adobe Suite & others

Looking for **an Internship** in **Data Analysis** starting from **May to September 2022.**

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

I speak fluent English, and am willing to relocate.

You can find **my portfolio** here: **thuerre.gihub.io**

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

PROJECTS

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

Supertag | Online Competitive Parkour
PC - UE4 - Winter 2021
Game Designer, UX-UI Designer & Producer

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/in/timothe-huerre
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thuerre.github.io

INTERESTS

Video Game Development
Global Game Jam 2018 & 2019

Treasurer - Student Union

BDE Rubika – 10K€ Budget - 2020/2021

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