

Timothé HUERRE

SKILLS

Fluent English - C1

Excellent knowledge of Game Engines

- **Unity & Unreal Engine 4** -

Important experience with programming languages

- **C# & Blueprint** -

Advanced knowledge of MS Office & Adobe Suites

Used to work with agile methods - Scrum - Kanban
and softwares - Trello, Jira, Confluence

Soft skills - Adaptability, Management, Team Player

EDUCATION

Master's degree in Game Design

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

EMPLOYMENT HISTORY

Société Générale | Tax accountant

January - June 2016

Account Management

Calculation of Taxable income

Excel Process Improvements

Mc Donalds | Polyvalent Crew

June - August 2014

Cashier

Stock Management

Maintenance

Game Designer

Creative and passionate
student, in master's degree
at **SUPINFOGAME RUBIKA**

Looking for **an internship** in
Game Design

May - September 2022

- 2 to 4 months -

Portfolio: [thuerre.github.io](https://github.com/thuerre)



timothe.huerre
@gmail.com



+33 6 89 83 53 29

Adress



68 Rue de Paris
59300
Valenciennes
France

/in/timothe-huerre

INTERESTS

Video Game Development

Global Game Jam 2018 & 2019
& plenty other projects

Financial Manager - Student Union

BDE Rubika - 10K€ Budget - 2020/2021

Guild Master - Raid Leader

World of Warcraft - 20 people - 2021

Sports: Ski, Mountain Biking, Soccer

Travels: Interrail - Northern Europe

Hong Kong, Viet Nam, Indonesia,
Canada, USA...