

Timothé HUERRE

Game Designer



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/in/timothe-huerre

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 Trello, 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