

# 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)



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## Adress



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/in/timothe-huerre

## INTERESTS

**Video Game Development**

Global Game Jam 2018 & 2019  
& plenty other projects

**Financial Manager - Student Union**

BDE Rubika - 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...