

Skills and expertise



Communication and Game Development

- Great at creating engaging concept presentations, reports, complex spreadsheets, and system information using a wide variety of softwares
- Using game engines' interface and basic scripting to integrate and balance new features into the game
- Ensuring the making of playtests and the treatments of their results



Soft skills

- Communication : Able to do public presentation and to present information on different media.
- Work : Quick learner, Adaptation, Analysis skill, Can work with team and in an autonomous way.
- Attitude : Upright, Good listener, Resilient.



Softwares

Word / Doc	★★★★★
Excel / Sheet	★★★★☆
Powerpoint / Slide	★★★★★
Photoshop	★★★☆☆
Illustrator	★★★☆☆
UE / Unity	★★★☆☆



Languages



French : Mother tongue



English : Fluent



Spanish (castilian) : Basics



Dutch : Rookie

Professional experience



2019 - Today : Institut Artline – Mentor freelance – France

Writing and shooting lessons videos about game and level design. Animating live sessions of evaluation with the students.



2017 - Today : Lunettes Pour Tous Lille – Store customer service – France

Dealing directly with customer to ensure their satisfaction. Applying procedures using in-house's apps and web applications. Using Google office toolset to update status and data about the shop for the team and management. (ongoing disputes status, incomes balance...)



2015 - 2016 : Gameloft Barcelona – Game designer – Free-to-play – Spain

Despicable Me Minion Rush (iOS/Android) : Using in-house engine to create and tweak 3D levels with the help of a designed interface. Managing bugs with bug report. Integrating in-game time limited events using in-house web application.



2014 : C.C.C.P. – Game designer – Serious game – France

Game4Job (iOS/Android) : Managing the communication of the game content with multiple business partners. Using JavaScript to integrate and manage dialogues and contents.



2011 - 2013 : AMA Studios – Game designer – Motion game – Belgium

Fighter Within (XboxOne) and *My coach Self Defence* (Xbox 360) : Tweaking and integrating new in-game values with in-house interface and JavaScript. Editing videos for animation references. Using of MS Office toolset to communicate new design and game system information.



2010 - 2011 : KTM Advance – Game designer – Serious game – France

Serious IP (PC) and *V.A.U.G* (Iphone) : Designing the game system and features with the help of Photoshop and MS Office toolset.

Formation



2006 - 2010 : Supinogame – Game director degree (level 5)

Personnal interests

Stage performance, (singing and acting) Writing, Board and role playing games.