

### Objective

- ▶ Participate in the making of innovative, creative and varied games.

### Education

- ▶ **2011 - 2016** : Supinfo game - Fifth year out of five in a Master's degree in Management & Game Design - Valenciennes - France
- ▶ **2011** : Bac ES Lycée Saint Gabriel - Vendée - France

### Key Skills

- ▶ Game Design
- ▶ Level Design
- ▶ Programmation

### IT Skills

- ▶ Unity (C#) & Unreal
- ▶ Visual Studio
- ▶ Html, Css & JS
- ▶ Photoshop / Illustrator
- ▶ Tortoise SVN
- ▶ Php & Mysql

### Main Experiences



#### **Absolver** (2016 - Today)

[absolver.com](http://absolver.com)

**Game Design, Level Design, Prototyping (UE4) and tools creation**  
**Studio : Sloclap, Paris, France. Published by Devolver**  
**Soon to be released**



#### **Anarcute** (2014 - 2016)

[anarcute.com](http://anarcute.com)

**Game Design, Level Design and Programming (Unity)**

Worked on a **full game release** on Xbox & PC

**Co-Founded a video game studio**, part of the **ID@Xbox program**

Gold Medal - Microsoft Imagine Cup France (April, 2014)  
Best Student Game - Ping Awards (October, 2014)  
Play With Heart Award - Indie Games Play (March, 2015)  
Winner (Best Student Project) - Unity Awards (September, 2015)  
Winner (Best Action/Combat) - Paris Game Week (October, 2015)



**Various other projects: see [gamaslab.com](http://gamaslab.com)**

### Languages

- ▶ **French** : Mother tongue
- ▶ **English** : Fluent

### Interests

- ▶ **Video Games** (The Witness, Journey, Inside, Super Meat Boy, Overwatch, The Last of Us, ...)
- ▶ **Trips** (Vietnam, Canada, USA, Hungary, Spain, Italia, ...)
- ▶ **Sports** (Swimming, Archery, Ultimate, ....)
- ▶ **New Technology, Web Design**