

Professional experience

- 2019 - 2020** 6 month internship followed by one year employee at Ankama (Roubaix, France)
On the project still in development Waven, a tactical turn-based MMORPG
I worked on the **Design** and **Implementation** of contents (Bestiary, spells, dungeons and quests)
- 2018** – 3 month internship at Ys Interactive (Valenciennes, France)
On an first person adventure game and a rail shooter planned on mobile
I worked on **Conception** and **Level Design**

Education

- 2019** **Master's Degree** at Supinfogame Rubika (Valenciennes, France)
Management and Game Design
- 2017** **Bachelor's degree in computer science** at UPJV (Amiens, France)
Development, web development and computer science
- 2014** **High school graduation**, computer and digital science speciality

Projects

- Various Game Jams** (In team of three or four, always developed with **Unity**)
Participation in two Ludum Dare and three french game jams organized by At0mium
I worked on **Game Design**, **Level Design**, **Development** and **Team Management**
- Megat0mata** (personal project, developed with one graphist and **Unity**)
A fan game of Megaman and Nier Automata, in tribute of At0mium and Seldell
I worked on **Game Design** and **Development**
- Make The Hero** (end of study school project, with 5 other students) a Craft / RPG Game in VR
As the manufacturing god, you build weapons and items for your hero to win his quest
I worked on **Game Design**, **Level Design**, **Technical Design**

Skills

Development

Unity : Advanced
C# : Intermediate
Git : Intermediate

Web development

HTML5, **CSS3**, **PHP** and
MySQL : Intermediate

English : Intermediate

Cooking good meringues

Interests center

- Video Game** : Nintendo, Yoko Taro, Tetsuya Takahashi, etc
Manga : Naoki Urasawa, Jiro Taniguchi, etc
Animation : Ghibli, Satoshi Kon, Shaft, Trigger, Steven Universe, etc
Music : 2 years of music theory & 6 years of piano
Sport : In a club : ½ year of circus, 2 of tennis and 3 of football. In hobbie : bike