



## Language

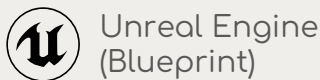
- English (Proficient, TOEIC 940)
- French (Upper-Intermediate)
- Chinese (Native Language)

## Hard Skills

### Game Production :

- Prototyping
- UI/UX Design (Game Feel)
- Level Design
- Game Eco Design
- Versioning (Perforce, Git)

### Game Engine :



Unreal Engine  
(Blueprint)



Unity  
(C#, Bolt)

### Graphics & Design :



### AI Tools :

- ChatGPT (DALL-E)
- Suno

### Documentation :

- Microsoft Office

## Soft Skills

- Engaging collaborative
- Proactive team player
- Hard-working

## Hobbies

- Make Video Montages
- Drawing
- Cycling, Swimming
- Sim-Driving, level building

## Projects (Selected)

### Otherworld (3C Tech Designer)

Physics-Based Puzzle Game | 2023.9 – 2024.6 (10 Months)

- A graduation project developed by a team of 7 people
- Took charge on 3C design and its development
- Contributed in the drafting of game mechanics

### BOUNCEED (Prototyping, Game Feel)

Action-Puzzle Game | 2022.12 – 2023.1 (1.5 Months)

- Developed by an individual, with a grade of 16.7 out of 20
- A prototype focusing on 3C and its Game feel
- Developed in Unreal Engine 4.27 (Blueprint)

### Project Musik ! (Prototyping, Level Design)

Rhythm Game | 2022.2 – 2022.3 (2 Months)

- Developed by an individual
- A mobile rhythm game aimed for hardcore gamers
- Developed in Unity (C#)

## Professional Experience

### Game Designer Internship

AquaBlu Games | 2022.7 – 2022.11 5 Months

- Designed various level prototypes (Illustrator, Unity)
- Created different low-poly models (Maya)
- Made a game trailer (Premiere Pro)

## Education

### Master's Degree in Game Design

ISART DIGITAL Montréal | 2023 – 2024 (June 2024)

- RNCP Level 7 – Lead Game designer
- AEC LEA.DS - Game Design

### Bachelor's Degree in Game Design

ISART DIGITAL Paris | 2020 – 2023

I'm eager to contribute my design talent by working with you!