

EXPERIENCES

Company Creation Internship

March 2021 - August 2021

PeeL, Metz (57)

Company creation learning and setup, Business plan construction, Design of an indie game...

Editorial Section Assistant Internship

July 2020 - August 2020

Blue Orange, Pont-à-Mousson (54)

Improvement of the board games selection process for a publisher : watch, analysis, expertises, tool creation, project management...

Waiter at "Les Berthom" Bar

October 2019 - December 2019

Les Berthom, Metz (57)

Gameplay Integration Internship

April 2018 - September 2018

Eugen Systems, Paris (75)

Game features creation with a team of around 40 people in a game development studio : UI, level design, automated tests, QA..

Website Redesign Internship

March 2017 - June 2017

Mairie de Ville-la-Grand, Ville-la-Grand (74)

Studies, research, analysis, advices, conception and expertise in order to rework the website of the city hall

CREATIONS

Ember - A 3D walking sim in which you follow the traces of chamans to bring back the day on a cold land

Space Hook - A space combat couch-game full of twists !

Burnout - An introspective jam game about the life of a developer haunted by his work

O.C.E.A.N. - A cooperative boardgame in which you guide Billie in their life

...And many more !

EDUCATION

Master's degree in Playful Experience Design

2019-2021

Université du Saulcy

Metz (57), France

Vocational Degree in Game Design / Level Design

2017 - 2018

IUT de Bobigny

Bobigny (93), France

IT DUT

2015 - 2017

IUT d'Annecy

Annecy-le-Vieux (74), France

SKILLS

Game & Level Design

Playful Experience / Game analysis and exper

Game development & Versioning

Project management

Academic Research

Mediation

Gamification

HOBBIES

Games (video, board, card...)

Music (listening, composition, playing instruments)

Art, comic strips, mangas, webcomics

Animated movies and shows

Writing

Nature, animals, ecology

Cooking

LANGUAGES

1 | French (native)

2 | Anglais (fluent)

3 | Italien (medium)