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## Employment history

**Mando Productions:** internship in game design, six months in 2013, Paris

**Pohlm studio:** internship in game design, three months in 2012, Angoulême

**Entreprise 44:** internship in game and level design, three months in 2011, Paris

**Entreprise 44:** part time job, continuation of the internship, from january to june 2012

## Education

**2011- 2013:** 'Master' (2 years) in game design (ENJMIN school), Angoulême

**2010-2011:** 'Licence professionnelle' (1 year) in level design (Bobigny's IUT), Bobigny

**2008-2010:** 'DUT SRC' (2 years) in multimedia (Angoulême's IUT), Angoulême

**2008:** French high school diploma in engineering science

## Skills

**Game design and level design:** strategy games, shoot games, mobiles games

**game engine:** UDK 3, Unity and Gamemaker

**Computer graphics:** Adobe Photoshop, Illustrator and inDesign

**Graphics:** drawing and watercolor

**Programming:** HTML, CSS and PHP

**Languages:** french (mother tongue), english (good skills)