

André Brice

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Looking for a job as Junior Game Designer

le cnam
enjmin

École nationale du jeu
et des médias interactifs numériques

ANGOULÊME, France
2014 >> 2016

Interactive Digital Games and Media Master Degree (passed September 2016)

- 3 term-wide projects within teams of 3 to 12 people. Various side projects to develop team spirit and sense of communication.
- Learning of tools and methods of production
- Level design, Agile methods basics
- Both cognitive and financial approach of player behaviours

6-month internship as a Game Designer

- Rethinking of core mechanics
- GDD writing, updating and game testing
- Extensive use of Unity5 for the maintenance of graphical and audio assets
- Level design of most of the levels
- Creation of two video trailers
- Various gameplay prototypes for Orange
- Released HTML mobile game for Orange/Sosh

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SEEDS

Touch Me



LANNION, France
Apr. >> Sept. 2016

fear effect
SEDNA



Creative Skill Set

Game Design

Mechanics Design
GDD Writing
Innovative Gameplay R&D

Game Balancing
AI Design
Puzzle Design
Level Design
Character Design

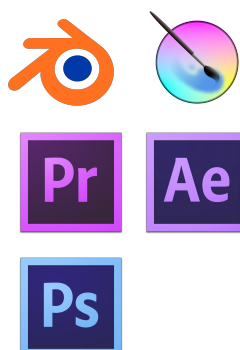
Programming

Gameplay Programming
Prototyping
Tools Programming



Visual Design

3D Modeling
Image & Video Editing



Sound Design

Music Composition
SFX recording & mixing



Other

Miscellaneous personal or
production-oriented skills

Git versioning
SCRUM method

Tech Lover: VR, AR,
Arduino & mechanical
contraptions designer

