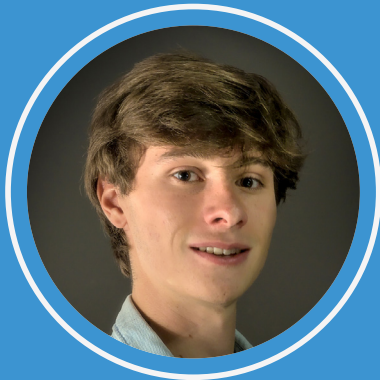


ANTOINE LEROUX

**GAME DESIGNER
3C**

LOOKING FOR AN INTERNSHIP
FROM JULY 2023

You can find more of my work on my portfolio : antoine-leroux.github.io/a/



22 y.o.

Valenciennes, France

Passionate Hard worker
Dynamic Adaptive

FrenchNative
English.....Fluent

CONTACT

+33 6 77 48 78 09

lrxfr.antoine@gmail.com

antoine-leroux.github.io/a/

SKILLS

- Game & Level Design
- Documentation
- Prototyping
- Programming in **C# & Blueprint**
- Playtesting
- Balancing

INTERESTS

Photography Climbing
Travels Guitar

Games Subnautica,
Apex Legends, INSIDE

Movies Baby Driver,
Shutter Island, Ghibli

TV Shows Love, Death and
Robots, Black Mirror, Dark

EDUCATION

GAME DESIGN MASTER DEGREE

SUPINFOGAME RUBIKA
VALENCIENNES, FRANCE
2018 • 2023

BACCALAUREATE IN SCIENCE EUROPEAN SECTION IN ENGLISH

LYCÉE GEORGES CUVIER
MONTBÉLIARD, FRANCE
2015 • 2018

6th GRADE MIDDLE SCHOOL

RUTH K. BROAD BAY HARBOR
MIAMI, FLORIDA, USA
2011 • 2012

ELEMENTARY SCHOOL
ÉCOLE TERRAIN FLEURY
LE TAMPON, REUNION ISLAND
2003 • 2011

PROJECTS

3C DESIGNER FARMOBOT

SEPTEMBER • JUNE 2023

- Designing the concept and systems in team
- In charge of the 3rd person mecha controller and linked features

GAME DESIGNER/PROGRAMMER BLUESCAN

JANUARY • JUNE 2021

- Designing the core gameplay in team
- Programming the prototype and iterations of the mobile game

WORK EXPERIENCE

GAME DESIGNER OH BIBI

JUNE • SEPTEMBER 2022

Worked as a game design intern on FRAG Pro Shooter. Design new characters, balancing and reworking existing characters, improving the game's economic ecosystem.

GAME DESIGNER/MASTER THE ESCAPE AGENCY

JUNE • JULY 2019

Design puzzles and scenarios for a new room and game master and organization of the games in an escape game.

TOOLS

