Allan Arnaudin
TECHNICAL GAME DESIGNER

Portfolio
(Developed & Designed from scratch)

www.allan-arnaudin.fr

Infos

Mail allan.arnaudin@gmail.com

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LinkedIn in/allan-arnaudin

Address Le Puy-en-Velay, France

Driving license B & A

Languages

French (Native)

English (Professional)

Hobbies

Cartoons & Mangas

Video games & their design (indies)

Tools/Shaders/Prototypes development

Motorbike

Sports (Running, Weight-training/Fitness)

Culture exchange (Speaking with foreigners)

Work experience

BBlack Studio (Technical Game Designer) — Jun.2019 - Aug. 2020

Old Skull Games (Technical Game Designer intern) — May.2018 - Oct. 2019

iTNT (PHP Developer intern) — Jul. 2017 - Aug. 2017

Education

Bachelor Game Design — Jun. 2019
Aries (Brassart)

DUT Computer Science — Jul. 2017
Technical University Diploma (speciality Digital Imaging)

Scientifical «Baccalauréat» — Jul. 2014
(speciality Biology) with merit

Skills

- 3C
- Free-to-play
- Level Design
- Steam (API & Store)
- Game Feel
(Coyote Time, Polish, Signs & Feedbacks...)
- Game concepts
- GD Documents & Overviews
- Tools development (Unity)
- Export Switch (with Dev Kit)
- Balancing

Softwares

Docs/Presentations
Google Doc, Google Slide, Microsoft Word, Google Sheets

Art
Adobe Photoshop, Blender, Adobe Audition, Adobe Premiere, FMOD

Management
Trello, Jira, HacknPlan

Versioning
Git, SVN

Game Engines

Unity (mainly), Monogame, Unreal Engine

Programming Languages

Games (**C#**, C++, Java)

Web (**PHP**, Html, CSS, Javascript, SQL)