

Antoine LECHEVALLIER

Technical Game Designer

Looking for an internship starting July 2019



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Education

2016 - 2019 : RUBIKA SUPINFOGAME - FRANCE

Master's degree : Conceptualization of game systems and game mechanics, project management, mastery of technical tools and awareness of the industry's latest trends.

<https://rubika-edu.com/formations/programme-jeu-video/>

2015 : Degree in Level Design - GAMAGORA - FRANCE

University degree specializing in Level Design tools, techniques and best practices. Creation of playful game mechanics, story writing, learning and application of video game production constraints.

<http://gamagora.univ-lyon2.fr/>

2013 - 2014 : Game Design – ISART DIGITAL – FRANCE

Acquisition of video game specific concepts and writing techniques. Prototyping and learning game production tools.

<http://www.isartdigital.com/>

2013 : DUT Multimedia and Internet Technology – FRANCE

Broad field of study covering multimedia, communications, I.T. and broadcasting. Web design, knowledge of content management systems, web programming and database management.

2011 : Baccalauréat – Lycée Diderot – FRANCE

Scientific baccalauréat with honours (equivalent A level), specialization in engineering.

Professional Experiences

2018 : Game Designer Intern – VR SQUAD – FRANCE

3-month internship in a serious-game start-up. I prototyped from scratch a VR training game aimed at the acquisition and practice of soft skills like public speaking. Development on Gear VR and Android.

<https://vrsquad.co/>

2013 : Programmer Intern – SYSTALIUM – FRANCE

10-week internship in a web design agency. I worked on the development of an online agenda for medical centers. Website architecture, database management, HTML / PHP programming and usage of a company-made CMS.

<https://www.systalium.com/>

Notable Projects

2018 - 2019 : Last Guerrilla - (Real-time Tactics)

9-month graduation project. You play as an Aztec necromancer who is fighting against the foreign invaders who destroyed his civilization. The game experience is focused on combat tactics and specifically guerrilla warfare inside an open world.

Game Designer / Producer

2017 - 2018 : Patcher - (VR Wave Shooter)

5-month VR project within a team of 5 people. The player is in front of a mixing board. By plugging-in cables and pressing buttons, he can modify his gun's properties as well as the musical ambiance of the level.

Game Designer / Programmer

Softwares

Game Engines



Unity



Unreal Engine 4



Scripting



C#



Blueprints



Workflow



Source Control



Microsoft Office Suite



Adobe Suite



Languages :

French : Native
English : Proficient
German : Basic
Japanese : Introduction

Interests :

Video Games : RPG, Strategy, Management
Photography : Ornithology
Sport : Fencing