


# AYMERIC MULLOT

## JUNIOR GAME DESIGNER

LOOKING FOR A GAME DESIGNER JOB OR A MINIMUM 4 MONTHS FULL-TIME INTERNSHIP AS GAME DESIGNER

### CONTACT

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 Portfolio

### ABOUT ME

I am **motivated** and **passionate**. Very comfortable with **teamwork**. I am a **sociable** and **communicative** person.

### LANGUAGES

- French : Native
- English : Professional
- Espagnol : Elementary

### HOBBIES AND INTERESTS

**Video Games** : I am a player since I was 3, and a huge Sonic fan. I am interested in all type of video games and of all ages. I also have about thirty consoles.

**Streaming** : Streamer on my free time, i like to share my gaming experience on Twitch.

**Cinema** : Fan of science fiction and fantasy films, big Star Wars fan.

### STUDIES

#### DESS Narrative Game Design

2021 - 2022

UQAC NAD - Montreal

Learning Game Design methods specializing in storytelling, discovering about scenario creation, univers building and communication methods

#### Game Design Master

2020 - 2022

IIM (Institut de l'Internet et du Multimédia) - Paris

Deepening and learning new Game Designers skills

#### Bachelor Multimedia Project Manager - Video Game - Game Design

2017 - 2020

IIM (Institut de l'Internet et du Multimédia) - Paris

Specializing in Game Design, learning basics of c# coding, 3D/2D graphics, UX/UI, QA Testing and Softskills

### EXPERIENCES

#### Game Designer - Homework - Ubisoft Gamelab Competition

JANUARY 2022 - APRIL 2022

- Reflexion about gameplay and game features
- Integration and tweeking in Unity
- Design documents creation : One Page, Game Overview
- Won "Best Prototype" and "Best Creativity" (also nominated in "Best Design")

#### Game Designer - Break Punch - Student project - IIM

JANUARY 2021 - JUNE 2021

- Platform fighter party video game project
- Reflexion about gameplay and game features
- Design documents creation : Creative Brief, One page, Scope Poster, Game Overview

#### QA Tester - Koalabs - Student internship

JANUARY 2020 - JULY 2020

- Games and applications testing
- First professional experience
- Use of bug report tools : Redmine, Trello

### SKILLS

#### • Main

- Game Design : One Page Design, Creative Brief, Game Overview, FSO, RGD, Game Feel
- Level Design

#### • Secondary

- QA Test
- UX/UI
- Photoshop
- Video montage (Vegas Pro)