



# GUILHEM SERRIÉ

Looking for a  
Technical/Game Designer  
Internship



Montpellier



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French | English

## Soft Skills

- Fast Learning Capacity
- Knowledge Sharing
- Team Spirit
- Open Mind
- Autonomy
- Rigor

## EXPERIENCES

September 2021 - 4 months of development

### Internship Video Game - Avant Qu'ils S'endorment

- Roles : Game Designer (RGD, 3C, Gameplay Loop), Level Designer, Programmer (Gameplay, Network, VFX)

May 2022 - 175 hours of development

### Student Video Game - L'Élégie d'Orphée

- Roles : Game Designer (RGD, 3C, Gameplay Loop, Balancing), Programmer (Tools, Gameplay, VFX, SFX, Alternative Controller)

January 2022 - 48 hours of development

### Personnal Video Game - Duality (GGJ 2022)

- Roles : Game Designer (3C, Gameplay Loop, System), Level Designer, 3D Modelisation, Texturing, Sound Designer, Programmer (Gameplay, VFX)

Sept. 2018 - Jun 2020 - 2 Years

### Sports Coach at University

- I oversaw the CrossFit courses at the University Sport Service of the Côte d'Azur University.

Sept. 2017 - July 2019 - 2 Years

### Student Office Member

- Event Manager & Communication Officer at the BDE Sciences de Valrose of the Côte d'Azur University

## HARD SKILLS



UNREAL  
ENGINE

Blueprint

Local Multiplayer  
PC / Mobile



unity

C# (O.O.P.)

Local & Online  
MultiPlayer

Augmented Reality  
Tools



Local & Online  
MultiPlayer



HTML / CSS  
Javascript  
PHP

Python  
C / C#  
Java



AUTODESK  
MAYA



## EDUCATION

2021 - 2022 | Paul Valéry University, Montpellier

### Master Degree (M1) - Video Game (Arts Department)

- Theory and practice of Game Design : Rational Game Design, Rational Level Design, Balancing, 3C, Gameplay Loop, Game Design Patterns, LudoNarrative Dissonance, Procedural Rhetoric, Art Game.
- Programmation reinforcement : Object-Oriented Programming.
- 2D & 3D infography reinforcement: Photoshop, Illustrator, Maya 3D
- Introduction to University Research.

2020 - 2021 | Paul Valéry University, Montpellier

### Professional Licence - Video Game Trades

- Game Design : System, Narration, Interaction Design, Methodologies (GDD, Rational Game Design)
- Prototyping
- Project management : Agile methods, Scrum
- Infography 2D : Character design, Model sheet, Animation
- Infography 3D : Modelisation, Texturing, Animation

2017 - 2019 | Côte d'Azur University, Nice

### Double Degree - Mathématiques and Computer Science

- Theory and practice in mathematics and computer science: OOP, System Programming, linear algebra, statistics, arithmetic

## HOBBIES



Rugby  
CrossFit

Web/Mobile  
developpement



Game JAM  
Dev. experimentations

Saxophone  
practicing



Scientific  
culture

