

THIBAUD TROALEN

GAME DESIGNER & DEVELOPER

LOOKING FOR AN INTERNSHIP

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FRANCE

EDUCATION

- 2016 | SUPINFOGAME | Master's degree in Game Design & Management
Valenciennes - FRANCE
- 2011 | LYCEE PAUL LAPIE | High School Diploma in Sciences
Courbevoie - FRANCE

HONORS AND AWARDS

- 2015 | Best Student Game finalist for **ULTRAFLOW**
Both *Unity Awards 2015* and *Ping Awards 2015*
- 2013 | Audience Award & Most Original Universe Price for **16**
Jeux.com - ConcoursMania | *Casual Game Cup 2013*

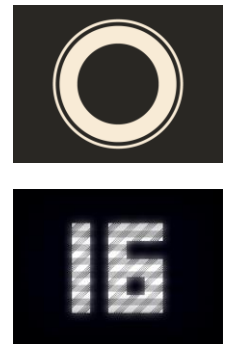
WORK EXPERIENCE

- 2015 | **Ghost Recon: Wildlands** | Game Designer | Ubisoft Paris | June - October
Ubisoft is the 3rd largest video games publisher worldwide
 - Designed online and digital services, mostly around ARM problematics
 - Worked on matchmaking, social, economic and cross platform features
 - Prototyped some of said features (still under NDA)
- 2014 | **HIGHLIGHT** | Game Programmer | Infinite Square | June - September
Infinite Square is Paris-based company specialized in Microsoft technologies
 - Developed the game system & game loop using Unity3D
 - Integrated the UI
 - Optimized the port Android & Windows Phone port



RELATED EXPERIENCE

- 2014 | **ULTRAFLOW** | Game Designer, Programmer & Artist
Minimalist yet complex puzzle game available on Android, iOS & WP8 for free, 3.5M downloads
 - Wrote the original concept
 - Developed the game system, UI, graphics & tools using Unity3D
 - Self-published it on the Play Store, App Store & Windows Phone Store
- 2013 | **16** | Game Designer, Programmer & Artist
Retro platformer wherein you shape your own characters. Playable on browser
 - Wrote the original concept
 - Developed the game system in AS3 using FlashPunk
 - Produced all the graphic assets in pixel-art style



SKILLS

Game Design	■■■□	Scripting	■■■□	2D Art	■■□□	Can produce final content	■■■■
Technical GD	■■■□	Level Design	■■□□	Management	■■□□	Practical knowledge	■■■□
C #	■■■□	Unity3D	■■■■	Illustrator	■■■□	May require learning time	■■□□
AS3	■■□□	Unreal 4	■■□□	Flash	■■□□	Basic knowledge	■□□□

Other | ■■■□ | MS Office, yEd, SketchUp, Visual Studio
| ■□□□ | JS, HTML, PHP, CSS, 3DSMax, Premiere, Photoshop, Construct, Hammer, Blender

LANGUAGES

- English** | Fluent
- French** | Mother tongue

REFERENCES

- Maxime FRAPPAT** | .NET Developer | Infinite Square
mfrappat@infinitesquare.com
- Vivien CAUHEPE** | Live Producer | Ubisoft
vivien.cauhepe@ubisoft.com