

Timothée BRUNEAU

1 Place Charost, 78000 Versailles
timothee.bruneau.01@gmail.com
+33 6 71 83 41 49



Game designer internship 6 month full time

Experiences

2018 - 6 months	QA tester internship - GreenPandaGames Gameplay / balancing test and AB test Ads network test (Mopub) Facebook analytics events tracking test
2018 - 6 months	Producer - Mars Explorer - Labventuregames Student project - Serious Game Coop 16 players Promote team-building & communication Gameplay design / Story design
2018 - 6 weeks	Game designer - aRPeGe Student project - Rythme game / RPG Fight monsters with rythme's game mechanics Level design / Background design / Character design
2018 - 4 days	Lead game designer - Neon Dimension Game Jam - Infinite runner cooperative 2 players Level design / Gameplay design / Enemy design
2017 - 1 year	Producer- Attentat - Immersive factory Student project (4 peoples) - Serious Game VR Learn how to react to a terrorist attack Organisation / Planning / Conflict solving/ Customer relation

Education

Sep-Dec 2019	Abertay University - Dundee, Scotland Environment production / Production & leadership / Creatives Industry
2015 - 2019	IIM (Institut de l'internet et du multimédia) - La Défense Video game - Game design major
2012 - 2015	EIGSI - Engineering school - La Rochelle

Skills

Technical

Gameplay design
Narrative / quest design
Level design
French : native
English : professional

Softwares

Unreal Engine 4 / Unity
Photoshop / Illustrator
Teamwork
Pack Office

Soft skills

Oral fluency
Team spirit
Flexibility & adaptability
Efficiency spirit

Activites & Interests

Video game : Action Aventure / RPG / FPS shooter
Game with good narration

Theatre : Big fan of Stand up comedy / One man show

Movies / series : Action / Sci-Fi / Thriller /
Comedy

Challenge : I like when someone tell me
I can't do something