

Timothée BRUNEAU

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

 [LinkedIn](#) [Link to portfolio](#)

QA tester internship 6 month full time

Experiences

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|-----------------|---|
| 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

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|--------------|--|
| 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