

ANTONIN ADELINE

GAME & LEVEL DESIGNER



[linkedin.com/in/antoninadeline](https://www.linkedin.com/in/antoninadeline)

www.antonin-adeline.com

antonin.adeline@gmail.com

FR | Open to relocation

+33 684 953 443 | norgts

Looking for a job or a 6-month internship starting from August 2017 !

EDUCATION

2012 - 2017: **Master of Videogame Director of Management & Game Design**
Supinfo game Rubika , Valenciennes, FR

2013 | **1 month: Exchange Program**
at **Trident IT School** in Nagoya, Japan
- Developed on Nintendo 3DS and managed an Asian team during the International Game Concept Challenge.

2009 - 2012: **Applied Arts Diploma, A levels**
B Grade | **Lycée Claveille**, Périgueux, FR

WORK EXPERIENCE

2016 | **4 months: Intern as Game Designer,**
Ankama Games, Roubaix, France

- Designed hours of final content for the MMORPG **DOFUS** : monsters behaviors, spell abilities, quests and implemented them into the internal engine.
- Managed the documentation of the game and actively communicated with Level Designers, Artists and Devs.
- Learnt to work well in a 300+ employees' studio.

2015 | **3 months: Intern as Game Designer & Developer, Fishing Cactus**, Mons, Belgium
- Designed and developed a mobile game on Unity to help children to understand better risks in life;
- Contributed to design more than 10 different games on PC, iOS and Android in both English and French.

RELATED EXPERIENCE

2016 - 2017 | **9 months: Game Designer & Producer of Herberus**, Graduation Project
- Directed a team of 8 students to create a 4-player local multiplayer game about cooperation and immigration.

2015 | **1 year: Treasurer & Co-manager** of the association **BDE Supinfo game FRANCE**
- Managed the funds of the association, represented students in front of the administration of Rubika;
- Organized dozen of various events and a gala for 350+ people, managed the registrations and the budget.

2014 - 2016 | **2 weeks: Ski trips Manager**
- Organized two student ski trips for 37 and 49 people;
- Managed the whole trip including funding and security.

2014 | **2 months: Volunteer in farms, Ireland**
- Helped in Organic farms during a lonesome roadtrip to explore the whole Ireland and to meet people by hiking.

KEY SKILLS

Professional skills

Very good skills

Practical skills, I may need time

Basic skills and knowledge

Game Design

Communication

C# Scripting

Level Design

Management

2D Art

IT SKILLS

Unity 3D

Unreal Engine 4

Hansoft

Adobe Suite

Office Suite

Git

PERSONALITY

Ambitious

Curious

Empathic

Invested

ABOUT ME

- I had the chance to travel in dozen of countries (Laos, Japan, Senegal, Canada...), I have also my driving license.

- I'm fond of multiplayer games. My best memories in games are in Passage, Wind Waker, FF : Crystal Chronicles, World of Warcraft and Dungeon Siege II.

- For now, my lifetime achievement was climbing the Mont Blanc (4810m). I am not directed by only one thing, I always need to find new experiences and challenges !

LANGUAGES

English : Fluent

French : Native

Spanish : Basic

INTERESTS

(Video) Games
Travelling

Design
Sports
DIY

REFERENCES

Available upon request, just let me know !

Find more about me and all my projects on my portfolio !