

ALLAN ARNAUDIN

GAME DEVELOPER

Portfolio

(Developed & Designed from scratch)

www.allan-arnaudin.fr

Infos

Driving license B & A

LinkedIn in/allan-arnaudin

Country France

Mail allan.arnaudin@gmail.com

Languages



French (Native)



English (Professional)

Hobbies

Cartoons & Mangas

Video games & their design (indies)

Tools/Shaders/Prototypes development

Motorbike

Sports (Running, Weight-training/Fitness)

Culture exchange (Speaking with foreigners)

Work experience



XtraLife - Game/Tools Developer

Mar. 2021 - Aug. 2022

- External & Game engine tools development
- Game features (with Client/Server batches) - Sexy Airlines/Sexy Space Airlines
- Client/Server structure setup - Idle Asterix
- Daily-work with a german studio - Idle Asterix



Freelance - Unity Developer

Oct. 2020 - Mar. 2021

- Lots of animations and effects with shaders & particles on Unity
- Refactoring on an RPG project



BBlack Studio - Technical Game Designer

Jun. 2019 - Aug. 2020

- Game features, UI and APIs integration (Steam, FMOD)
- Level design tool & tools in general
- Internal documents (such as artistic document for the CNC)



Old Skull Games - Technical Game Designer intern

May. 2018 - Oct. 2018

- Balancing on Amber's Airlines - High Hopes
- Framework tools updates
- Documentation of the entire framework
- First-playable product on my own using the framework to validate the project's second opus



iTNT - PHP Developer intern

Jul. 2017 - Aug. 2017

- Front-end and CMS development and integration

Education



Bachelor Game Design - Aries (Brassart)

2019



DUT Computer Science - Technical University Diploma (speciality Digital Imaging)

2017



Scientifical «Baccalauréat» - with merit (speciality Biology)

2014

Skills

Primary

- 3C
- Android/Steam (API & Store)
- Optimization
- Tools development (Unity)
- Export Nintendo Switch (Dev Kit)
- Client/Server requests

Secondary

- Free-to-play
- Level Design
- Game Feel (Coyote Time, Polish, Signs & Feedbacks...)
- GD Documents & Overviews
- Balancing
- Design patterns

Game Engines



Unity



Unreal engine



Monogame

Programming Languages

Games (C#, C++, Java)

Web (PHP, Html, CSS, Javascript, SQL)

Softwares

Docs/Presentations



Google Doc



Google Slide



Microsoft Word



Google Sheets

Art



Adobe Photoshop



Blender



Adobe Audition



Adobe Premiere

Management



Trello



Jira



HacknPlan



Mantis

Project Third Parties



Visual Studio



VSCode



Git



FMOD