SIMON **LARGUIER**

Game Designer

Looking for a game design

contract starting in

Summer 2020

PROFILE

Adress
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Languages
French (Native)
English (Advanced/990 TOEIC)

ABOUT ME

Graduating in Game Design and

passionate about the video game

independant scene. I'm driven by

learning and new experiences.

Among my hobbies are speedrunning,

mountain hiking and the ukulele.

IN 3 WORDS

ORGANIZED

CREATIVE   ANALYTICAL

WORK EXPERIENCE

From Aug. 2019 to Feb. 2020

QA TESTER
Gamestream - Paris - Internship

QA testing on the Gamestream platform, desktop and mobile
QA documentation management and bug reporting
Marketing assets creation and management

From Oct. 2017 to Feb. 2018

GAME DESIGNER
Projet CarTylion - Aubervilliers - Internship

Writing and managing game design documents,
user interface design and wireframing for mobile games
Data collection, management & analysis for a board game

EDUCATION

2016 - 2020

MASTER IN GAME DESIGN, 4th and last year
ISART Digital - Paris
Theorical and technical courses on game design
Developing game projects in full student teams
4th year: Working on *Symphonia*, a tight & musical
2D platformer developed on Nintendo Switch by 13 people
Graduating in June 2020

2015 - 2016

PHILOSOPHY & SOCIOLOGY
Université Toulouse II - Toulouse
First year

PERSONAL PROJECTS

Indie game developement, Game Jams
Global Game Jam 2018/19/20, ISART Game Week
Developing solo or in a team
AT THE END OF THE DAY - Concept game - Solo developer
FREAKTORY - Puzzle game - Game Designer, 2D Artist
BLIND PAINT - Painting game - Game Designer, Producer
MIGHTY RIVALS - Hack n' Slash - Game Designer, Producer
KINTSUGI - Puzzle game - Game Designer, Producer

Localization
French localization of foreign indies games released on Steam
Hostil, Brink of Extinction, Subsideria, Void Mine, Atmocity...

SOFTWARE

Extensive knowledge

unity   Ps   Vs   G Suite   Office

Medium to basic knowledge

UNREAL ENGINE   Ai   Id   MAYA   GameMaker Studio