



VINCENT VILLAUME

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WILLING TO RELOCATE



CREATIVE
ORGANISED
METICULOUS
AUTONOMOUS

GAME DESIGNER

I AM A FRENCH GAME DESIGNER FOCUSED ON THE EXPERIENCE AND THE QUALITY OF THE GAME. MY AIM IS TO WORK IN AN INTERNATIONAL TEAM TO SHARE IDEAS AND METHODS ABOUT VIDEOGAME DEVELOPMENT IN GENERAL.

LANGUAGES

FRENCH		NATIVE
ENGLISH		FLUENT
SPANISH		NOTIONS

STATUS

WORK EXPERIENCE

3 MONTHS AUGUST 2013 - OCTOBER 2013

GAME & LEVEL DESIGNER
ARKALIS INTERACTIVE- ORDINO / ANDORRA

- Designing and building Levels.- Unity 4, uScript, uSequencer
- Managing SFX & Music in the game.
- Designing a new UI.

2 YEARS OCTOBER 2011 - JULY 2013

GAME DESIGN & CODE TEACHER
SUPINFOGAME- VALENCIENNES / FRANCE

- Technical support on last year graduation projects.- Unity 3
- Participating to different evaluations of student projects.
- Contest: Interviewing the candidates, correcting the tests.
- Following students on one week prototyping exercises.

6 MONTHS JUNE 2010 - DECEMBER 2010

GAME DESIGNER & CODER
MXP4- PARIS / FRANCE

- Writing game concepts & drawing mock-ups for music social games destined to Facebook.
- Designing & Coding on their first rhythm game.

3 MONTHS JUNE 2009 - SEPTEMBER 2009

GAME DESIGNER
PRIZEE.COM- CLERMONT-FERRAND / FRANCE

- Writing the full game design document for an iPhone game.
- Coding the basis of a physics engine for Flash.- Haxe

1 YEAR SEPTEMBER 2007 - SEPTEMBER 2008

WEB & FLASH DEVELOPER
INTERNET EVOLUTION- CLERMONT-FERRAND / FRANCE

- Coding, modifying, and maintaining on various websites.
- Coding on several kinds of Flash projects : softwares, slideshows,...

1 YEAR JULY 2006 - SEPTEMBER 2007

FLASH DEVELOPER
KARTOO- CLERMONT-FERRAND / FRANCE

- Designing, coding, and working on the level design of a Flash game inspired by MicroMachines.
- Coding, modifying, and maintaining on various websites.
- Coding on several kinds of Flash projects : softwares, slideshows,...

PERSONAL WORK

PERSONAL PROJECTS

- Constantly working on personal projects: prototyping, designing...

HALF-LIFE MOD 2 YEARS

- Worked on levels for STARGATE TC, between 2001 and 2003

SKILLS

GAME DESIGN

DESIGN MOCKUPS BRAINSTORMING GAME MECHANICS GAME LOOP LEARNING CURVE PROTOTYPING	DOCUMENTATION GAME CONCEPT GAME DESIGN DOCUMENT FLOWCHART... FINE TUNING PLAYTEST
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LEVEL DESIGN

DESIGN MOCKUPS BRAINSTORMING LEVEL TIMELINE WORKSHOP DESIGN DIFFICULTY CURVE FLOW	BUILDING STRUCTURE : BLOCKING, OBJECTS EVENTS SEQUENCES FINE TUNING DEBUG
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KEY SKILLS

GAME ENGINES

UNITY3D STARGATE SG1 : UNLEASHED EP2 CONTRE-JOUR	LVL 5	
UDK UNREAL EDITOR HIPOCAMPAL MAPS GEARS OF WAR, UT3, SPLINTER CELL	LVL 4	
SOURCE VALVE HAMMER EDITOR MOD HALF-LIFE : STARGATE TC MAPS HALF-LIFE 2	LVL 3	

CODE

Java UnrealScript haXe Visual Basic Oracle/Access	Visual C/C++ Unity C#	PHP/MySQL XHTML/CSS ActionScript
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TECHNOLOGIES

DESIGN

 MS OFFICE VISIO : LVL DESIGN WORD : DOCS EXCEL : ASSET LIST POWERPOINT	 3DS MAX 3D LVL DESIGN, ASSETS
 SKETCHUP 3D LVL DESIGN MOCKUPS	

ART

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SOFTWARES

EDUCATION

- 2008 - 2010 **SUPINFOGAME - VIDEOGAME DESIGNER - GAME DESIGN & GAME ART**
- 2003 - 2005 **ADVANCED TECHNICIAN'S CERTIFICATE IN COMMERCIAL COMPUTING**

PROJECTS

MOBILE & TABLET

STARGATE SG1 : UNLEASHED 2
FURAX-COPTER

FACEBOOK

PUMP IT!

PC

CONTRE-JOUR
STARGATE TC : HALF-LIFE

HOBBIES

MUSIC

PERFORMING PIANO
PERFORMING GUITAR
BANDS: POST-ROCK, JAZZ...

COMPOSITION

COMPOSING ORIGINAL SONGS
MUSIC SOFTWARES
RECORDING
MIXING

VIDEOGAMES

FIRST PERSON SHOOTER
REALTIME STRATEGY
ROLE PLAYING GAME
MANAGEMENT
PUZZLE GAMES
PLATFORM
E-SPORT...

REFERENCES AVAILABLE UPON REQUEST

