

Rémi Adriano

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OBJECTIVE

Self-taught, autonomous and persistent individual seeking for a position as a Technical Game Designer or any similar position on a game development team. Good creativity along with communication capabilities and problem-solving skills. Eager to start a job in the game industry.

SKILLS

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|---------------------------|----------------|-------------|
| - Computational knowledge | - Self-learner | - Team-work |
| - Unreal Engine 4 | - Autonomous | - Patience |
| - Visual Scripting | - Creative | - Pedagogy |
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EXPERIENCE

Independent - November 2019 – present

Aspiring Game Developer

- Design the player's abilities and have them work together inside a 3D puzzle platformer.
- Build multiple levels with very interesting design and unusual ways of thinking.
- Balance the difficulty of a game, listen to feedbacks and improve the overall user experience.
- Maintain a live game and fix reported problems.
- Work with other developer on team project.

Key accomplishments:

- Self-taught the Unreal Engine and others useful tools with online resources.
- Release a complete game on Steam in a year, going through all states of game development on a solo project.

Ministry of Education, Sept 2017 – Jan 2020

Primary School Teacher

- Teach classes up to 30 children aged 7 to 11 different subjects such as French, maths, science or history and imagine new ways of learning that fit with every child's profile.
- Work along with multiple partners such as parents, other teachers or the city mayor.
- Constantly find new class project to whet children curiosity.

Key accomplishments:

- Leading 9-year-old children to develop minigames using computational knowledge and build logical skills.
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EDUCATION

- 2017 : Master's Degree in Education, *Université Savoie Mont Blanc, France*
- 2015 : Bachelor's Degree in Computer Science, *Université Claude Bernard Lyon 1, France*
- 2012 : College Degree in Computer Programming, *Université de Savoie, France*