

Anthony CARLES

JUNIOR GAME AND LEVEL DESIGNER

Creative - Rigorous - Organised - Efficient - Determined

French Nationality
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Willing to relocate

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Available for hire!

PROFILE

I'm a **game and level designer** with technical knowledge and experiences both on **PC** and **mobile platforms**. I am interested by **team and project management** as well. I especially like games with **simple, accessible** but **deep mechanics**. I would like to **work abroad**, meet great people and face **new challenges!** It would also be the best way to improve my skills and discover other processes for game's development.

PROFESSIONAL EXPERIENCES

July 2016 – June 2018 **Game Designer | LIBELLUD DIGITAL | Poitiers, France**



Work on two main projects as game designer. Participate on QA and manage the team by supporting the producer.

DIXIT WORLD (Android & IOS) | Game Designer & Associate Producer

Dixit World is the adaptation of the famous board game « Dixit » for iOS and Android. This brand new game will allow players to play Dixit with new friends everywhere as well as around a table. It will be available on stores in 2018.

Achievements

- Design Core Gameplay, UI and several game's modes
- Manage weekly meetings and support Scrum Master
- Write technical and design issues
- Test and tweak the game for a better UX

CCG PROJECT (PC, Android & IOS) | Game Designer

Canceled collectible card game for mobile and PC. Its goal was to reconcile a competitive and social game in new way.

Achievements

- Design cards and implement them with an homemade editor
- Update the editor by visual scripting and implement gameplay
- Design and prototype alternative game's modes
- Tweak cards and update data sheets

June – Sept. 2015 **Intern Game and Level Designer | FISHING CACTUS | Mons, Belgium**



Work on several projects as game and/or level designer. Participate in preproduction, production or post production according to games' development. In addition, support varied on productions (benchmarking, QA, producing assistant and so on).

SHIFT DX (3DS) | Game & Level Designer

Shift DX is a platformer puzzle game from the « SHIFT » videogame franchise. Player must resolve each room by shifting level: platforms become void and reciprocally. Shift DX contains all of the levels from the first two games along with 100 all-new levels.

Achievements

- Create and implement 100 levels, test and tweak
- Design the whole game flow
- Scripting all interfaces from game's menus
- Create the full plot and write all texts

EPISTORY (PC) | QA & Game Designer

Epistory is a typing game with RPG components. Player's avatar explore, fight and interact with the environment only with the keyboard.

Achievements

- Design all fights for the early access
- Balance and test the first two dungeons
- Design new features with the main Game Designer

Summers 2011 to 2014 Summer Jobs

▶ **Cashier and surface technician** | Municipal swimming pool | Saint-Cyprien-sur-Dourdou, France

Charge an admission fee to customers. Maintaining and cleaning the premises every night.

▶ **Municipal parking attendant** | Conques, France

Summer job of welcoming tourists and tell them where to park. Collect parking fees and provide security in those parkings. Answer all the questions of visitors. Giving all necessary informations to best enjoy their stay.

EDUCATION

2011 – 2016

Master's degree in Management and Game Design | Supinfogame Rubika | Valenciennes, France

Supinfogame is a school specialized in conception of video game. During intensive weeks, students take part in development of projects, in partnership with companies. Its motto is " Creativity, Innovation and Excellence ".

2008 – 2011

Student at High-School in scientific department | "Ferdinand Foch" HighSchool | Rodez, France

Obtaining a High-school diploma (Baccalauréat) in Science (Mathematics specialty), with honors.

OTHER PROJECTS

Oct. 2015 – June 2016

FALLEN STEEL | **Game Designer & Producer**

Fallen Steel is a final school year project developed by a team of seven students with UE4. It's a 4v4 with an asynchronous cooperation. Three players on team play commandos (third person shooter) while the last player has to support them through drones with RTS controls and a top-view camera.

Achievements

- **Design** of some mechanics and **prototyping**
- **Manage** the team, define **pipelines, sprints** and **backlogs**
- **Create** and implement some **sounds, FXs** and character's **blending animation**
- Make the link between the **programmer** and the **other designers**

Continuous work on personal projects.

SKILLS

- **Fully literate:** Microsoft Office (Word | Publisher | Excel | Visio | Powerpoint)
- **Advanced user:** Unity | Unreal Engine 4 | Adobe Premiere | Hansoft | Atlassian Tools (Jira) | Perforce | SketchUp
- **Basic knowledge:** Adobe Photoshop | Gitlab | Adobe Illustrator | Flash animation | After Effects | 3DS Max

English: Working proficiency (C1)

Spanish: Conversational

INTERESTS

- **Video games:** Hearthstone, Clash Royale, Knife Hit, Roller Coaster Tycoon, Pokemon, Rayman, Pinball FX2, TrackMania, Plants vs Zombies, Super Meat Boy, Mini Metro...
- **Board and card games:** Yu-Gi-Oh!, Las Vegas, Labyrinth, Insider, chess, domino, Poker, Black Jack...
- **Others:** Movies, comics/manga, series (especially science fiction or sitcom), music (especially rock ; playing guitar), TV entertainment productions, books (especially astronomy or political subjects)...

REFERENCES

- Benjamin Robert (Microids, Addict Mobile, Ubisoft): benjaminrobert@protonmail.com
- Florian Sciberras (Egg Ball, Pastagames, Ubisoft, Arkane): fl.sciberras@gmail.com
- Xavier Collette (Independant Art Director: [portfolio](#)): coliandre.xavier@gmail.com