



PROFESSIONAL EXPERIENCE

t4f **Game Designer** (2019)
Tap4Fun Paris Intern, *Age of Apes*

- Designed a secondary gameplay following the production constraints, in collaboration with the programmer
- Game Design & UI on an MMO strategy game



EDUCATION

- **Ecole 42** Lyon (2021 - 2022)
Charbonnière-les-Bains
- **Licence Professionnelle** Métiers du Jeu Vidéo : **Game & Level Design** (2018 - 2019)
IUT Paris 13, Bobigny
- **Diplôme National Supérieur Professionnel de Musicien**, Guitar (2016 - 2018)
Paris Conservatory CNSMDP



PERSONAL EXPERIENCE

- **Mauvaises Herbes**, a graphic adventure game currently in pre-production
- **Cub3d**, a 3D environment in first-person view made in C
- **10+ Game Jams** since 2017, in solo or team, from 3 hours to 3 weeks
- **2 vidéos** for *Extended Play*, a youtube channel with essays and analysis on video games
- Organizing the **Social Game Jam**, a jam in collaboration with social workers

Retrouvez tous mes projets sur felix-belthoise.com



SKILLS



C, C++,
C#



Scripting
shell / Lua



Unity



Git



UI & UX



Game
Design

Teamwork

Multiple collaborative projects (internship, student projects, jams)

Communication

Proficient in oral expression & document writing from 5 years of team projects



PASSIONS



Psychology



Physical
Science



Volunteering



Music