



Félix BELTHOISE

GAME DESIGNER & DEVELOPER

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Lyon 9



PROFESSIONAL



Sirène Rouge Games (2023 - 2024)

Level Design & Development

- *Unannounced VR game*, management and narrative VR game, Unity
- Research & Development in Mixed Reality, Unity



La Belle Games (2023 - 2024)

Game Design, Level Design & Development

- *Unannounced 2D platformer* : level design & development, Unity
- *Unannounced 2D adventure game* : game design, level design & development, Unity



Collectif **Sous Les Néons** (2022-2024)

- *Playformances* : spectacles in Lyon, Lille, Privas, Sommières et Villard-Bonnot
- Artistic residency at Subsistances (Lyon) and Maison Folie Moulins (Lille)



Tap4Fun Paris (2019)

Game Design (internship)

- *Age of Apes* : Mobile MMO-stratégie game



EDUCATION

- **Ecole 42** Lyon (2021 - 2023)
Charbonnière-les-Bains
- **Licence Professionnelle** Métiers du Jeu Vidéo : **Game & Level Design** (2018 - 2019)
IUT Paris 13, Bobigny



PERSONAL

- **Social Game Jam** creation and coordination (2023), mixing social workers and developers, in Théâtre de l'Elysée (Lyon)
- **A Piece of Heart** (2023), a blog about free independent video games
- **Mauvaises Herbes** (2022), narrative & adventure game about a new political organisation during environmental crisis (documentation and demo), Unity



SKILLS



VR / XR
Development



Unity



C, C++, C#



Git

Documentation

Design documents (GDD, LDD) and daily media monitoring

Remote work

Proactive, reactive et autonomous

Project management

Project monitoring (*Mauvaises Herbes*) and event coordination (*Social Game Jam*, *Game Impact*)



PASSIONS



Cinema



Theater



Physics



Ice skating