

# Timothé DAUPLAY

## Game Designer / Level Designer

Looking for an internship starting June 2020

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Location : France (able to relocate)

After scientific studies, in order to work in renewable energy engineering, I took a ninety degrees turn to do **game design** and **level design** at Supinfogame (french video game school). **Multi-skilling** is my master word but I'm willing to focus on one task in order to **perfect it**. I'm currently looking for an internship starting June 2020.

## SOFTWARE


### Advanced User


Unreal Engine 4 

Unity 


Photoshop 

Github 

GitKraken 

Microsoft Office 

### Basic Knowledge

 InDesign

 Perforce

 FL studio

 Audacity

## EDUCATION

### 2019 - 2021 (ongoing)

#### Master of Game Design and Management

RUBIKA Supinfogame Valenciennes, France

### 2018 - 2019

#### Bachelor Rubika in Game Design

RUBIKA Supinfogame Valenciennes, France

### 2017 - 2018

#### Bachelor's Degree in Science for Engineering

University of Perpignan, France

### 2015 - 2017

#### Two year university degree in Physical measurements

University of Paul Sabatier, Toulouse, France

### 2015

#### Baccalaureat in Sciences (A-level), Perpignan, France

## EXPERIENCE

### August 2018 & 2019

**Animator** of video game summer camp, Nimes, France

Installation of animations and games, management of 30 children.

### July 2018

**School teacher trainee** for an internship, Montreuil, France

Helping children to learn in class, setting up a lesson.

### April - June 2017

**Physical measurements intern** at the IRAP - CNRS (Astrophysics)

Research and setting up tests of measuring instruments for a gamma ray capture satellite project, Toulouse, France

## PROJECTS

### Quash VR (ongoing)

**VR** (Virtual Reality) arcade **squash game** with objective to release it on Steam. Made with **Unity**.

**Game Designer** : Concept and system, project management, feedbacks, shader production.

**Level Designer** : Contrasts, gameplay and narrative intentions (player accuracy, power and destruction, tribute to retro games).

### Street Hunt

**Boss fights game** in 2D on a mobile platform where you face graffiti that have escaped. Made with **Unity**.

**Game Designer** : First boss design, project management.

**Level Designer** : Snake boss patterns, difficulty curve.

### Unreal Tournament 4 : Free for all

**Blockout** of a 4 players map made on **Unreal Engine 4**.

**Level Designer** : Gathering information through observation before jumping into the fray.

- Use of **BSP**.
- **Pickups** placement.
- **Lighting**.

## SKILLS

### Game Design

#### Design/brainstorming

Documentation/research

Project management

System design

Prototyping (Blueprint/C#)

### Level Design

#### Narrative intentions

#### Gameplay intentions

Contrasts (pictorial, spatial, semantic)

Blockout

Difficulty balancing and learning curve

## LANGUAGE

**French** Native

**English** Working proficiency

## INTERESTS

### Video games

Emotional adventure games, management games, innovative indie games.

### Improvisational Theatre

I've been practicing **improvisational theatre** for **3 years**. I played matches and improvisation concepts on stage.

### Rugby

I played **8 years** at regional level as flanker.

We were French champions (C) with my team.

### Sciences

**Renewable energies** and materials, forests biodiversity and communication between trees.

### Music

I took 3 years of **piano** lessons and 4 years of **drum** lessons.