

CHARLES MOEUF-COURTOIS

JUNIOR GAME DESIGNER/LEVEL DESIGNER

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Portefolio : <https://www.charlesmoeuf.com/>

Graduated in 2020 with a bachelor's degree in game design from Bellecour Ecole and having worked in other fields after that, I am actively looking for a first experience in the video game industry. I am extremely motivated to integrate a team of designers to concretize the work that I provided during my 3 years of study.

Personal

- Collaboratif et communicatif
- Capacité à créer des documents de design détaillés
- Compréhension de l'industrie du jeu vidéo

Langues ages - native

- French : Nativ
- Anglais : Fluent - TOEIC : 890

Education

Bachelor en Game Design

2017 - 2020

Bellecour Ecole

- Game Design, Level Design, Narrative Design, UI Design, Rational Game Design

Licence STS - PCSI (Physique, Chimie, Science de l'ingénieur) 2015 - 2017

Université Lyon 1 (Réorientation moitié de 2ème année)

- Constitution of matter, Thermodynamics, Maths, Optic, Electricity

Bac Science

2015

Lycée Saint Louis - Saint Bruno

Logiciels

- Unreal Engine 5
- Unity
- Google Suite
- Microsoft Suite
- Substance designer
- Photoshop
- Premier Pro

Interests

Games & Tech : Narrative games, Multiplayers game, virtual reality

Sport : 10 ans de compétition de Natation

Jeux et projets personnels

Environnement Art (Oculus, HTC Vive) 2020

Projets personnel

<https://www.charlesmoeuf.com/environnement-art-ld>

- Unreal Engine 5 Editor Self-Learning
- Création de 2 environnements à l'aide de megascans
- Lighting

Butterfly Catcher VR (Oculus, HTC Vive) 2020

Game Designer & UI Designer

3D VR, Aventure/Exploration, Oculus Rift S

<https://severin-jacob.itch.io/butterfly-catcher-vr-demo>

- Participation in the creation of the first concept
- Design of the cores mechanics : capture and movements
- Design of the macro loop of the game
- Design of the side mechanics : vivarium management, lures, missions and use of currency
- Redaction of the major part of the design documents

Colormania (PC) 2019

Level Designer

Digital board game, Stratégie/Multijoueur

<https://paic.itch.io/colormania>

- Participation in the creation of the first concept
- Design of 3 levels for 2,3 and 4 players
- Design of 2 mechanics linked to my levels
- Communication with the 3D artists
- Implementation of the assets
- Level art
- Redaction of the level design documents

Re.draw (PC) 2018

Game designer & Level Designer

Jeu de puzzle 2D, Point'n'click, Jeu cartoon

<https://okkoo.itch.io/redraw>

- Design of the two mechanics of the game
- Design puzzles and levels
- Testing of those levels