

Maxime Brunet

Game Designer

Information

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Portfolio

www.maxime-brunet.com

Languages

- French – Native speaker
- English – High professional proficiency
- Spanish – Highly proficient

Interests

- Video Games
- Movies
- Music
- Literature

Education

2021 – 2026 **Master's degree in Game Design**

Isart DIGITAL, Paris, France

2019 – 2020 **Preparatory year in Game Design & Programming**

Isart DIGITAL, Paris, France

2015 – 2019 **IT engineering course**

EPITECH, Kremlin-Bicêtre, France

2013 – 2014 **French equivalent of the High School Diploma**

Colegio Francia, Caracas, Venezuela

2012 – 2013 **French and American 11th grade classes**

International Studies Charter High School, Miami, USA

Projects

Dec 2021 – Feb 2022 **Game Developer**

Hazardous Space at Isart DIGITAL

- Created a One-button shoot'em-up video game individually in Unity.

Feb 2022 – Mar 2022 **Narrative Designer**

Crystal Case at Isart DIGITAL

- Designed a tabletop role-playing game about a cyberpunk-themed police investigation mixing magic and technology.

Mar 2022 – Apr 2022 **Game Designer**

SupaFlipMan!! at Isart DIGITAL

- Collaborated with a team to develop a 2.5D beat'em-all Unity video game where you can flip the ground to reveal a new room.

Work Experience

Nov 2020 – Dec 2021 **Logistic Agent**

Amazon, Brétigny-Sur-Orge, France

- Worked in an Amazon warehouse to help distribute stocked merchandise.
- Managed the robots moving the stock shelves and reported any problems to the engineering team.
- Collaborated with a team to improve the company's production.

Technical skills

Programming: C, C++

Software: Unity (Visual Scripting), Adobe Creative Cloud (Photoshop, Illustrator, XD), Microsoft 365 (Word, Powerpoint, Excel), Maya (3D modeling)

Design: Game Design, Level Design, Narrative Design, UI/UX Design, Data Tracking