



## INFORMATIONS

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Lyon, France



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## SKILLS



## DESIGN

- Game Design
- Level Design / Building
- 3D Modeling

## LANGUAGE

- French
- English

# QUENTIN DELMAS

## JUNIOR LEVEL DESIGNER

## STUDIES

- 2018 - 2021 | Game Design Bachelor  
Bellecour Ecole - Lyon 69002
- 2012 - 2015 | DUT Electrical Engineering and Industrial Computer Science  
IUT B Claude Bernard - Villeurbanne 69100

## PROFESSIONAL EXPERIENCE

- 2015 - 2018 | Development Technician in Automation  
INEO TINEA - Lyon 69002  
Teamwork for the integration of automated systems.  
I learned to work in team and the pace of a project in a professional context.

## PROJECTS

- 02/2020 | «Univers Clicker» (Game / Mobile project)  
**Game Designer** Game concept - Game design - Business design  
Mobile game where you help a cosmic whale to build a great universe in expansion.
- 12/2019 | «WarpShot» (Game / VR project)  
**Project Manager** Game concept - Management - SFX  
VR game where you play a subject that tries to solve some problems thanks to a slingshot through different levels.
- 06/2019 | «N°43» (Game / 1st year project)  
**Level Designer** Game concept - Puzzle and Level design - programming  
3D Puzzle game where you play a subject that tries to escape a mysterious place through different levels.

## ABOUT ME

- Practice of Judo Jujitsu
- Tabletop RPG player and game master
- I love tattoos