



Camille GARNERET

GAME / LEVEL DESIGN

Game Design student at ICAN, focused on Game and Level design, I am searching an internship in order to practice my skills which I learnt during my 3 years of scholarship

Skills

Game Design 3Cs / Tendancy-Tension / RGD / Mechanics / S&F / OCR / PNRC / Anticipatory Play / GDD

Level Design Tease-Learn-Practise-Master / Evolution-Expansion / RLD

Unity 3D - Unreal Engine

Project Management RoadMap / Workflow / Deadlines

Miro - Google Sheet

Game programming C# / State Machine / Integrations

Unity 3D - Visual Studio - GIT Hub

3D Modelling / Unwrapping / Texturing / Animations

Blender - Substance Painter

Diplomas

Bachelor Game Design

Since 2020
Paris, ICAN

Baccalauréat Scientifique

2019
Mention
Les Haberges, Vesoul.

Experiences

Since Sept.
2022

L'autre Monde (Project in progress)

- ICAN Video Game
- Game Design
 - Level Design
 - Project Management

From Jun.
2022 to Aug.
2022

Internship

- U-Solve Vesoul
- Game Design
 - Level Design (escape game)
 - Project Management
 - Game Programming

From Sept.
2021 to Feb.
2022

Let's Be a Bee (Project)

- ICAN Video Game
- Game design
 - Level Design
 - Project Management
 - 3D Game artist

From Sept.
2020 to Jan.
2021

Kitchen Color (Project)

- ICAN Video Game
- Game Design
 - Level Design
 - Project Management
 - Game Programming

Since Aug.
2019

Student Work

- Stellantis / Mcdonald's Vesoul / Levallois-Perret
- TeamWork
 - Organization
 - Adaptation
 - Flexibility

About

✉ garneret.camillepro@gmail.com

🏠 Paris

📅 Date of birth 04/10/2001

🔗 <https://bookgd.wixsite.com/garneret-camille>

📄 Driving licence (B)

📞 06 62 04 22 26

Langues

French Mother tongue

English B1

Assets

Ambitious

Determined

Creative

Passionate

Personal

Project selected for the ICAN's Website Studio ICAN - Espion Contre Espion

Selected for a visit of Quantic Dream's studio ICAN - 2022

Head of the class 2nd year of "Bachelor de Game Design"

Globetrotter

SPA Gennevilliers volunteer

Photography Model