

CONTACT

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GWENDAL REUZÉ

GAME DESIGNER

Looking for an Internship
starting summer 2018

INFOS

Born in 1995
French Nationality
Open to relocation
Full Clean European Driving Licence

Technical Profile ◇ Experience as a Creative Lead ◇ Game Jammer

EXPERIENCE & PROJECTS

2017 to 2018	PILLAR OF SKYLINES ◇ Creative Lead & Unity Developer	Valenciennes, France
	Building a unique, mind-twisting open-world exploration game in a team of 8 as our graduation project.	
June to Sept. 2017	STEP IN BOOKS ◇ Assistant Creative Producer & Unity Developer	Copenhagen, Denmark
	Working on a VR adaptation of <u>Alice's Adventures in Wonderland</u> as well as <u>Mur, a Step in book</u> .	
Nov. 2016 to Jan. 2017	UNBOUND ATLAS ◇ Project Leader & Unity Developer	Valenciennes, France
	Leading a team of 4 into making an infinite universe in which players can shape creations of light and music.	
Jan. to Dec. 2016	ONE GAME A MONTH ◇ Personal Initiative	
	Exploring ideas and improving skills by making at least one game per month, either by myself or in teams.	
April 2016	H(a)UNT ◇ Lead Game Designer	Valenciennes, France
	Ensuring Game Design direction and coherence in a team of 21 students. Project in partnership with GAMELOFT.	
April 2016 & 2017	A MAZE. BERLIN 2016 & 2017 ◇ Volunteer	Berlin, Germany
	Helping set up and organise one of the biggest independent / alternative video game festivals.	
June to Aug. 2015	TRISKALIA ◇ Reception Operator	Rennes, France
	Managing raw materials deliveries in an agribusiness factory producing animal food.	
July 2014	TRIDENT UNIVERSITY OF TECHNOLOGY ◇ Exchange Student	Nagoya, Japan
	Making games with Japanese students: <u>Chimimo</u> & <u>Monolit</u> , for the TGS Student Showcase.	

EDUCATION

2018 – **Game Director MASTER DEGREE**
Supinfogame Rubika option Management & Game Design

French Scientific **BACCAULAUÉAT – 2013**
High School Diploma with honours

MAIN TOOLS



UNITY

Fast prototyping in **C#**
Shaders & Image Effects in **CG/HLSL**
Custom **EDITOR TOOLS**
Scripts and Packages shared on [Git Hub](https://github.com).

UNREAL ENGINE 4 (Blueprints & C++)
PHOTOSHOP (Editing, Design, Painting)
OFFICE SUITE (Excel, Word, Powerpoint)
WEB (HTML5, CSS3, Javascript)
GIT (Sourcetree, Gitkraken)

SKILLS

LANGUAGES

FRENCH · ENGLISH
Spanish · Japanese

International work experience

GAME

System & Interaction Design
UX & Ergonomics
Level Design & Integration
Efficient programming

HUMAN

Team & Project Management
Communication & Receptivity
Fast Learning & Adaptation
Problem Solving

MORE

Illustrations & Visual Effects
Writing & Storytelling
Web Design

INTERESTS

HOBBIES

Game Jams
Competitive Smash Bros.
Writing & Drawing Comics
Judo (Shodan Black Belt)

GAMES

INSIDE · The Witness
Dishonored · Guild Wars 2
Starseed Pilgrim · Dark Souls
The Floor is Jelly · OFF

GENRES & DESIGN TROPES

Exploration · Strong Ambiance
Non-verbal Communication
Manipulation (Toys) · Movement Options
Gameplay affecting Level Design