

Contact

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Softwares



Unity



Hammer Editor



InDesign



Unreal Engine



Office



SketchUp

Languages

French : native language

English : excellent level of understanding, good level of speaking (C1)

Programming

- Python
- C#
- R
- Basic knowledge of Unreal Engine and blueprint

JUDICAËL ELUARD

Game Designer

born 21 novembre 1994

portfolio : judicaeleluard.com

Education

- **2019 : Post-graduate university diploma of level design at Gamagora (Lyon)**
Training in video games development
Skills in development softwares
Skills in level design and game design
Project-oriented training
- **2018 : Bachelor's degree in sociologie (Lyon)**
Sociology of cultural habits
Research project : conducted field work and wrote a short thesis
- **2016 : Second year of bachelor's degree in modern literature (Lyon)**
Literary analysis
Creative writing
Knowledge in art history
- **2014 : Vocational Culinary Degree (Lyon)**
Culinary Arts and resaurant training and knowledge
One-year apprenticeship in a traditionnal restaurant in Lyon

Experience

- **September 2019 : Consultant Game Designer at Apocalypse Hunters**
Rewieved the design of a mobile, location-based, collectibe card game
Reworked the balancing of the game
- **2016 - 2018 : Bookseller at university library Librair'u (Lyon)**
Management of the French and English litterature, sience fiction, and sociology sections
Customer relations
Knowledge in social sciences