

Thibault MOULIN

Game Designer

Looking for a 6 month internship
starting July 2016
Open to relocate



t.moulin@rubika-edu.com
tel: (+33)610590424
<https://thibaultmoulin.wordpress.com>



<https://fr.linkedin.com/in/tmoulin94>

Experiences

July 2016 - Aug. 2016

GLASS, Paris | Intern

Science Masterclasses
Bio-design Serious Game development
Worked as a **game designer** with scientists

Aug 2012 - Sept 2012

Trident College, Jap. | Intern

Team management (Japanese, Singaporians)
Worked closely with foreigners

Sept. 2008 - Feb. 2009

Walram Gymnasium, Ger. | Exchange Program

Voltaire Program
Intensive German practice

Projects

Oct 2016 - Today | Curiosity

Last year student project
Game and level Designer
A robot exploring a new planet

Nov. 2015 - Ap. 2016 | Lawn Party

1st prize Imagine Cup France
Game designer
SFX designer & 3D modeler
Crazy game about mowing the world

Nov. 2014 - Ap. 2015 | Willy the Wisp

3rd prize Imagine Cup France
Game & level Designer
Embodify a ghost protecting his manor

Studies

2012 - 2017 | Master inGame Design & Management - SUPINFOGAME RUBIKA, France

| Game design | Level Design | Management | Programming - Unreal & Unity

2012 | Albert Châtelet Highschool, France | A Levels Diploma

Skills



General knowledge in both engines
C# basics & scripting abilities
UE4 blueprints for prototyping
Level design
Currently using UE4 for last year project



Documents redaction
Data Organization



SFX creation
Simple compositions
Sound modification



Simple low-poly assets
basic knowledge



Language

English

| Working Proficiency

German

| Rusty Working Proficiency

Hobbies

Competitives video games | Rocket League, OverWatch, Dota 2

Literature | G. Orwell, D. Adams, HP Lovecraft, G. Martin, P. Coelho

Sports | Tennis 30/3, Table tennis, Kite Surf, Sailing

Series | Utopia, Black Mirror, Westworld