

SEMBLAT Antoine



Game Designer & Unity Developer

My goal is to participate in the crafting of games that bring people together.

📍 Île-de France, France
 ✉ antoineseblat@hotmail.fr
 🌐 <http://antoineseblat.com/>

Scientific Bac 2008	Game Design Bachelor	Intern Level Designer	Lead Game Designer	Intern Game Designer	Video game Master (Degree level)	Game designer & developer
Studies at LISAA 2009	ICAN 2009 - 2012	Polm Studio 2012 (6 months)	Project Faya 2013 (7 months)	Polm Studio 2013 (5 months)	IIM 2014 - 2015	Freelance 2015 - 2016

Game examples

School		Studio		Independent	
Virus Hunter 2D platform game <i>Web - Flash (2011)</i>	Thrill Trigger 3D fighting game <i>PC - Unity (2011)</i>	Hell Yeah! Runner / Shooter <i>IOS/Android (2012)</i>	Dandelions Puzzle game <i>IOS/Android (2012)</i>	Cloud of Souls Adventure/Online <i>Web/PC (2014)</i>	Deep Echo Audio / Adventure <i>Web/PC/Mac (2015)</i>
Shit Happens Point'n Click/FPS <i>PC - Unity (2012)</i>	Trisquad Shooter/RTS/Online <i>PC - Unity (2014)</i>	Wake up the djinn Puzzle game <i>IOS/Android (2013)</i>	Maya Wars Simulation freemium <i>IOS/Android (2016)</i>	Aribus Puzzle <i>Web/Android (2016)</i>	Le Manoir de l'Etrange Point'n Click / Horror <i>PC/Mac (2016)</i>

Skills

Knowledge		Softwares		Other	
Game / level design: - Game document - RGD & LD patterns - Playtest & ergonomy	Prototyping: - Testing mechanics - Toy levels - Iteration	Documentation: 	Prototyping: 	Languages - French: <i>Native</i> - English: <i>Fluent</i>	Sport & E-sport: - Skateboard - Swimming - League of Legends
Management: - Planning - Budget - Communication	Marketing: - Marketing plan - Stratégie - SWOT	Art: 	Other: 	Streaming (Twitch): - Open Broadcaster - Let's dev (Unity) - Let's play	Interests: - Movies & TV series - Tabletop RPG - Science