



Sylvain Maurice

Junior Technical Designer

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Live in: Lyon, France
Birth date: 19/11/1992
Marital status: Single

Skills

Softwares

Game engines

Unity 5, UDK 3, Game Maker Studio

IDE / Versioning

Visual Studio 2017, Visual Studio Code
Git (SourceTree), SVN (Tortoise)

Multimedia

Adobe Illustrator, InDesign, Premiere
Paint.NET, Audacity

Office

Microsoft Office, Google Drive

Programming

Software

C, C#, PHP 5, GML

Web

HTML 5, CSS 3, JavaScript

Languages

French
Native

English
Confirmed

German
Limited

Experience

[Intern] Web developer

IFCE 04/2015 > 06/2015
Design of the mockup of the enterprise's website

[Intern] Web developer

DépotExpress 04/2013 > 06/2013
Design of the mockup of a showcase site

[Intern] Community manager

Bajoo 09/2012 > 11/2012
Communication about the software on IT forums

Game jams

Global Game Jam 2017

Lyon, team of 4, 48H 20/01/2017
2.5D top-down local multiplayer brawler
game made with Unity 5

Ludum Dare 35

At home, solo, 72H 16/04/2016
2D Japanese-style S-RPG made with Unity 5

Nordic Game Jam 2016

Copenhagen, team of 4, 48H 08/04/2016
2D side-scrolling rythm game made with
Unity 5

Mini Ludum Dare 66

At home, team of 2, 5 days 26/03/2016
Top-down tower defense-like 2D game made
with Unity 5

Global Game Jam 2016

Lyon, team of 6, 48H 29/01/2016
2D side-scrolling platformer/runner made
with Unity 5

Education

Ludus Académie 2013 > 2015
DEES Digital and Multimedia Techniques
Video game programming school
3 projects - Teams of 2 to 5
Project Lead / Programmer / Game designer

Exia.Cesi 2011 > 2013
RNCP Analyst programmer
Cisco Certified NA Discovery 2
Computer science school
7 projects - Teams of 3 to 5
Project Lead / Programmer

High school Albert Camus 2011
Electronic engineering certificate