

# JULLIARD DIMITRY

Technical Game Designer

Fast learner | Motivated | Autonome

## PROFILE

Passionate about **video games** and to **develop** them, i want to work in a **medium studio** as **Technical Game Designer** by **implementing feature** of gameplay and work on **AI**

## CONTACT



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## HOBBIES



Video Games | Competitive



Musics | Heavy Metal |  
Drummer

## EDUCATION



Bachelore - Game Design

2017 - 2021

## WORK EXPERIENCE

### TECHNICAL GAME DESIGNER - SANDCASTLES

T - RPG | Student project | 2020  
Unity Engine

Feature Programming

- Tactical Shifting
- AI: Movement system & Fight system
- Turn by Turn system

### TECHNICAL GAME DESIGNER - GEMINI

Puzzle Platformer | Student project | 2020  
Unity Engine:

Feature Programming

- Rewind system
- Laser System

### TECHNICAL GAME DESIGNER - TSUKUYOMI

Stealth Game | Personal project | 2020  
Unreal Engine:

Feature Programming

- AI: Movement & Fight system
- Light & shadow detection
- Sound System

## SKILLS

### PROGRAMMING

- AI Programming
- Camera Behavior
- Tools Programming
- Character Movements
- UI / GUI

### GAME DESIGN

- 3C
- Game Loop
- Signe & Feedback
- Balancing
- Document

### SOFTWARE



Unity



Git



Office



Unreal



C#



Adobe

### LANGUAGES



Fluent



Native