

Axel Puzenat

Book:
www.axelpuzenat.com

Address:
Paris

Phone:
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French driving license

Professional capacities:

- Communication
- Team work
- Proactive
- Autonomy / Organized
- Adapation
- Agile methods (SCRUM)

Languages:
French:
Native tongue

English:
Professional capacities:

- Language stay:
 - Las Vegas, 2015
 - Stratford, 2013
- TOEIC : 935 / 980

Spanish:
Knowledge



Gameplay Programmer, Game Designer

Education

2017/2021

Master Game Design & Programming

Programming : C#, Haxe, Javascript, HTML/CSS, AS3...
Game Design, UI/UX, Level Design, Juiciness.

ISART Digital

Paris

2015/2017

Sciences high school diploma

Music option.
Physics speciality.

Lycée Sophie-Barat

Châtenay-Malabry

Professional Experiences

September 2019 / February 2020

Gameplay Programmer

Developing Hypercasual games.
Unity C# development, game design, data & market analysis, marketing videos, tools development..

Voodoo.io

Paris

September 2019 / February 2020

Gameplay Programmer

Developing Hypercasual games.
Unity C# development, data & market analysis.

DuckyGames

Neuilly-Plaisance

May 2018 / March 2019

Designer Developer

Developing apps for commercial use.
Video editing, graphic design & photo editing.

Mediatransports

Issy-les-Moulineaux

September 2016 / October 2017

Animator, Host

Animate web show and talk about video games.
Meta-game analysis, graphic design, community manager.

Gamersorigin

Paris

Skills

Programming ——— **C#, C++, Haxe, Javascript, HTML/CSS, AS3**

Softwares ———

Unity : Mastery	Suite Office : Mastery
Git / SVN : Mastery	Illustrator : Medium
Unreal : Medium	Photoshop : Medium
Perforce : Medium	Maya : Knowledge

Hobbies

Sports

Climbing, Archery, Volley-ball

E-Sports

Organizing, player, host

Music

Piano, bass, drums, composing

Streaming

Sharing my passion, **animation**, Meta & games Analysis,
Video editing