AURÈLE MANELFE

INTERNSHIP

À PROPOS

✉ aurele.manelfe@icloud.com

🏠 16 bis rue Collange
Levallois-Perret, 92300

📅 Date of birth 19/05/2001

🏳 French

📞 0682849909

PORTFOLIO

Portfolio link :

https://www.youtube.com/channel/UCMbr5mcfvq-BVCG5j1hSZlQ

LANGUAGES

French Native

English
› TOEIC : 975/990

Spanish

Niveau scolaire

INTERESTS

Music

Gaming

Modding

TRAVEL

Maroco

United States

United Kingdom

Egypt

WORK EXPERIENCE

Programmer, Game designer From October 2021 to March 2022

HyperSeries Work at home

I contributed to the gamification and front-end development of an application on Unity in C# merging cinema and video games. Integration of UI elements, integration of JSON files from Amazon servers to Unity, resolution of user connection bugs, creation of a virtual store and news feed.

Level design of TDF23 and PCM23 From August 2022 to February 2023

Cyanide Level designer

Design of 25 stages on a custom editor for the Tour de France and PCM games.

PROJECTS

- **Ornis:** A storytelling game where the player embodies a bird. I was responsible for all the programming and the entire level design. I managed the bird's controls, its interaction with the environment, various game mechanics, and the integration of the UI.
- **Crazy Factory:** A simulation game developed on Unity in C#. I was in charge of the game design and all of the programming (managing spawns, controls, physics, interactions, etc.).
- **Despair Skies:** An aircraft management game on Unity in C#. I handled all the programming and a portion of the game design. This included AI programming (pathfinding, state machine), UI development, and resource management. https://studio.ican-design.fr/despair-skies-game-design-02/
- **PCM/TDF 2023:** Two commercially released cycling games where I worked as a Level Designer within the Cyanide studio teams. I contributed to the game creation by designing 10 stages for the Tour de France and 15 stages for PCM.

For more informations on those projects or further project, please check my portfolio.

EDUCATION

Mastère of Level Design Since September 2023

ICAN (Institut de création et animation numériques) 64 Rue du Ranelagh 75016 Paris

Bachelor Game design / numeric designer From 2019 to July 2022

ICAN (Institut de création et animation numériques) Paris 12 Reuilly, France

Baccalauréat général, série ES 2019

Lycée Léonard de Vinci Levallois-Perret, France

SKILLS

Programmation	Video game programming using C#, with ongoing learning in C++ for development on Unreal Engine. Fundamental proficiency in handling JSON data.

Level design	Creation of layouts for buildings, map design on Unreal Engine, and template creation on Blender. Proficiency with the PCM and TDF Stage Editor.

SOFT SKILLS

Fast learner	I easily adapt to new development environments.
Curious	For every topic that can help me improve, I always try to learn more about it on my own.
Organisation	Managing structures that can exceed 200 members in games.