



# ANTOINE RICHEZ

## JUNIOR GAME DESIGNER

#Creative #Proactive  
#Autonomous #Rigorous

## SKILLS

### Software:

Unreal Engine 4-5 / Unity / Github  
Adobe Photoshop / InDesign  
Microsoft Excel / Word  
HacknPlan / Miro

### Softskills:

Deep game mechanics knowledge  
Communication  
Teamwork

### Languages:

French / English

## CONTACT



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## EDUCATION

BRASSART - Aix-en-Provence  
(2020 - Present)

I studied Game Design, Level Design,  
Narrative Design, Scenario, Project  
Management, Unreal Engine 4, UX  
Design.

AMU - Aix-en-Provence  
(2017 - 2020)

I studied Programming, Web, Physics,  
Mathématiques.

## HOBBIES

Board / Trading Card Games  
Tabletop Role-Playing Games  
RPG Video Games  
Independant Movies  
Mixed Martial Arts

## ABOUT ME

I grew up in a gamer family. My father taught me how to read and count by playing Magic: The Gathering at the age of 5. Since then, board and card games became my passion. I have always enjoyed creating my own games to play with my friends and family.

Passionate worker, responsible and always in a good mood,  
I know how to adapt my work to the team and manage the pressure to deliver projects on time.

## PROJECTS

### "Echoes of the Restless" - Brassart

SEP 2023 - JUN 2023 | GAME, LEVEL, SYSTEM AND UX DESIGNER

A side-scroller platform game in 2.5D. Takes the classic codes of platform games and inverts them to make a unique and surprising experience.

### "30's to Attack" - Game Jam

FEB 2023 | GAME, SYSTEM AND UX DESIGNER / PROJECT MANAGER

A cooperative card game combining communication and strategy. Winner of the Brassart Game Jam 2023 in the "Board Game" category.

### "Silent Maze" - Game Jam

FEB 2023 | GAME, LEVEL AND SYSTEM DESIGNER / VFX ARTIST

A 1st person 3D maze/puzzle game. Made during the Global Game Jam, the theme was "Roots".

### "Break in The Loop" - Brassart

NOV 2021 - DEC 2021 | GAME, NARRATIVE, PUZZLE DESIGNER

An escape game for teambuilding, mixing VR and reality during the prohibition.

### "The Incredible Adventure" - Brassart

JUN 2021 - JUL 2021 | GAME, NARRATIVE AND SYSTEM DESIGNER / GAME DEVELOPER

A 3rd person humorous 3D Action-RPG.