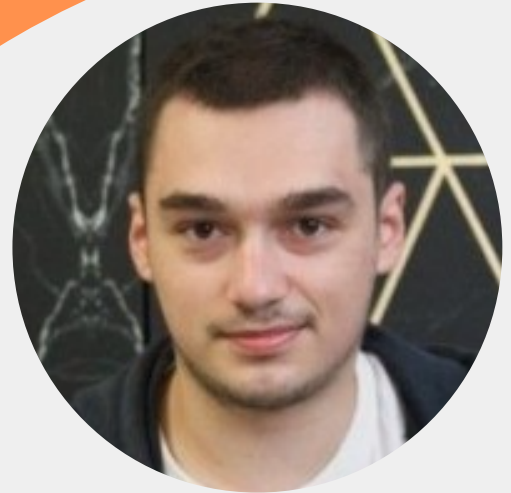


# ARTHUR JOANIN

## LIVEOPS GAME DESIGNER



## PORTFOLIO



[arthur-joainin.fr](http://arthur-joainin.fr)

## ABOUT ME

### LANGUAGES :

French (native) English (C1 Erasmus certification)

## CONTACT

 [arthur.joainin79@gmail.com](mailto:arthur.joainin79@gmail.com)

 +33 6 72 61 41 04

 [LinkedIn - Arthur Joainin](#)

## HOBBIES

### ICE HOCKEY AND FLOORBALL :

Since 8 years - Team spirit

### VIDEO GAMES :

Shooting Games (Call of Duty, DOOM, World of Tanks, Borderlands games, Counter strike and more)

## EXPERIENCES

### LIVEOPS GAME DESIGNER - *Since February 2023*

**Bohemia Interactive - Prague**

CONTENT DESIGN, DOCUMENTATION,  
BALANCING FEATURES, UX/UI DESIGN.

### WEB DEVELOPMENT - 2020 - 6 months

**Evocreative - Prague, Czech Republic**

WEB DEVELOPMENT/DESIGN, DATA BASES  
MANAGEMENT, BUG TESTING

### GAME JAMS AND SCHOOL PROJECTS - *Since many years*

**Available on my portfolio**

## EDUCATION

### BACHELOR GAME DESIGN - 2022 to 2023

**IIM - Paris**

GAME DESIGN, LEVEL DESIGN, QA TEST

### BACHELOR GAME DESIGN - 2020 to 2022

**e-artsup - Paris**

GAME DESIGN, LEVEL DESIGN, QA TEST,  
PROGRAMMING

### TECHNICIAN DEGREE PROGRAMMING - 2018 to 2020

**Lycée de la Venise Verte - Niort**

SOFTWARE/WEB PROGRAMMING, PROJECT  
MANAGEMENT, BUG TRACKING

## SKILLS

### DEVELOPMENT :

C#, UE Blueprint, PYTHON, VBA EXCEL, SQL, JAVA, HTML, PHP, JS

### ENGINE:

Unity, UE4/5, Godot, Construct

### TOOLS:

JIRA , MANTIS, ADOBE Creative Cloud, OFFICE 365