# ARTHUR JOANIN
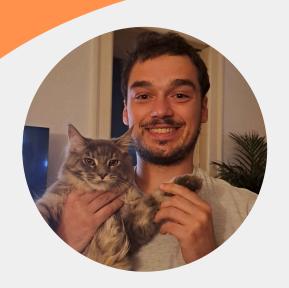
# GAME DESIGNER

## PORTFOLIO

arthur-joanin.fr

## ABOUT ME

**LANGUAGES :**
**French (native)**
**English (C1 Erasmus certification)**
**Czech (basics)**
I always learn the local language wherever I live.

## CONTACT

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📍 LinkedIn – Arthur Joanin

## HOBBIES

**SPORT ADDICT**
**ICE HOCKEY, FLOORBALL, FOOTBALL and Competitive PAINTBALL**

**VIDEO GAMES :**
**Many genre: Adventure, Sport, Shooting (Uncharted, God of War, Forza Horizon, Call of Duty, Fifa) and many more. I love to discover new games without watch trailers.**

## EXPERIENCES

**ONLINE EVENT GAME DESIGNER – Since January 2025**
**SCS Software – Prague, Czech Republic**
CONTENT DESIGN, EVENT DESIGN, UX DESIGN

**LIVEOPS GAME DESIGNER on DayZ – *February 2023 – January 2025***
**Bohemia Interactive – Prague, Czech Republic**
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

## 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++, C#, UE Blueprint, PYTHON, VBA EXCEL, SQL, JAVA.**

**ENGINE:**
**Unity, UE4/5, Godot, Construct**

**TOOLS:**
**JIRA , Mantis, Confluence, ADOBE Creative Cloud, OFFICE 365**