

ON A QUEST TO BUILD IMMERSIVE EXPERIENCES FOR PLAYERS
TO COLLABORATE, COMPETE AND ENGAGE WITH DEEP GAME SYSTEMS
WITH AN EMPHASIS ON WORLD BUILDING, ROLE PLAY AND PLAYER AGENCY

Kevin Pourtier

GAME DESIGNER

GAME DESIGN DOCUMENT - 3C - GAMEPLAY LOOPS
WORLD BUILDING - STORYBOARD - CONCEPT ART
2D ANIMATION - AV EDITING

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WEBSITE
kp-strife.design

EXPERIENCE

YEAR - FUNCTION - EMPLOYER

WHAT I DID

Sept. 2018 to Sept. 2019
Front-end Developer
Informatique Plus @work

Web design & developement
Print & web communication
Graphical assets
Storyboard, animation & editing

July 2016 to Sept. 2016
Internship :
Concept Artist
TankerSoft

Characters & gameplay concept art

May 2016 to July 2016
Internship :
Game Designer
Assistant Project Lead
Polokodi

Gameplay loops & design documents
Planning & team management

TOOLS & CRAFTS

DESIGN & ART
ADOBE SUITE
CLIP STUDIO PAINT

PROTOTYPING
CLICKTEAM FUSION
UNREAL ENGINE 4

CODE
VISUAL STUDIO

INTERMEDIATE
JAVASCRIPT
HTML 5
CSS 3

BEGINNER
C/C++

EDUCATION

YEAR - CURSUS - SCHOOL

WHAT I LEARNT

2015 to 2016
Licence professionnelle
Métiers du Jeu Vidéo
Université Paul Valéry

Game design, pre-production & prototyping
Procedural rhetoric, sociology of innovation
SCRUM & Agile management
Basic UX & UI design

2014
Test of English International
Communication (TOEIC)
Montpellier Business School

2009 to 2013
Licence
Cinéma, Audio-Visuel
& Arts Numériques
Université Paul Valéry

Cinematic language & direction
Storyboard, traditionnal animation
Lights & sound, editing, publication
Cinematic & multimedia scenarisation

2005 to 2007
Licence Anglais:
Langue, Littérature
& Culture Etrangère
CUFR Champollion

Translation, text analysis & linguistics

2004 to 2005
DEUG Arts Appliqués
CUFR Vauban

Perspective, quick sketching
Advertising & packaging design

LANGUAGES

FRENCH - NATIVE
ENGLISH - FLUENT
SPANISH - NOTIONS

VALUES

KNOWLEDGE
EXPRESSION
ETHICS

MOBILITY

EUROPEAN UNION
DRIVER'S LICENCE
HAS A CAR