William VIALLE

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24 years old
Nationality : French
Driving licence and the car
School English and School German
English of industrial computing and of industrial video gaming

Game Designer

SPECIALIST, DEVELOPMENT AND PROJECT SUPPORT
(WEB PAGES, GAMES)

GOOD KNOWLEDGE OF SCRIPTING (*UNITY 3D, VIRTOOLS, GAME MAKER, MMF 2*)

KNOWLEDGE OF GRAPHICS DESIGNING
(GIMP, ADOBE PHOTOSHOP, BLENDER, 3DSMAX)

CONSCIENTIOUS, RIGOROUS AND AUTONOMOUS. LIKE THE TEAMWORK.

Education:

Game Designer

2009-2010 : Vocational Degree in Video Game Design, University Paul Valéry - Montpellier *(Design of GDD, Critical analysis of video games, Method Agile, Scrum XP)*

2008-2007: Studies in Game Design ISART DIGITAL - Paris
Realizations:
- Game development (OpenGL, Game Maker, Unity , Virtools and MMF2), teamwork

Analyst-Developer

2009: Developer ICT Java and DotNet Certification - Clermont-Ferrand

2005-2007: DUT in IT specialty digital imaging - Le Puy en Velay - University of Clermont-Ferrand
Realizations:
- A virtual visit of a tourist office, a DICOM's viewer (QT)

2004-2005: High school diploma in sciences, option Mathematics, in High school Montdory – Thiers

Computing Skills:

Operating Systems: Win98/2000/XP/Vista/Seven, Linux

Computer Languages: C, C++, C#, OpenGL, QT, Java, HTML, PHP, Javascript and Gml

Database: SQL

Softwares: Visual C++, Eclipse Word, Excel, Visio, 3dsMax, Photoshop CS, Virtools, Game Maker, Gimp, Multimédia Fusion 2, Blender, UnrealEd and Unity

Training:

Game designer:

February – July 2010: Feerik – Montpellier - Design Facebook Game
Creation of Game Design Document and Bot 2.0 scheme and Dinorox scheme
Dinorox's playtest

October –May 2008: Vocabelum Paris Founder of the game « Lettriq »
Level-Design

Analyst-Developer:

June – July 2009: LAIC Clermont-Ferrand - WebSite Developement
Creation of MYSQL database and Webmaster's Tools (Jsp)
Software Design

October –May 2008: Vocabelum Paris Founder of the game « Lettriq »
Programming in C++ (tools) and PHP (Forum)
Graphism

May – June 2007:
LAIC Clermont-Ferrand - Segmentation of image with region growing methods
Software's creation of Medical imaging
Work with Dev-C++, QT and the library DCMTK

Interests:

Video games (computer, web, console and Android) and boardgames.
Music (techno, trance), literature (1984, Ravages) and cinema (fantastic, comedies)
Sports: Aïkido and rugby