



Bérard Margaux

Junior Game Designer

Student in first year of a master's degree, I now want to leave the school to learn within a company. By continuing my path in the way of Game Design, I wish to make people dream through video game experiences that I offer.

Contact



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margaux-berard.com

Miscellaneous

French : Native
English : Professional
Driving license

Skills

- Define game rules
- Synthesize ideas
- Provide a variety of solutions
- Update various documents
- Prototype mechanics
- Analyze references

Professional

Blob Trotter
4 months 2021



ArtFx Montpellier

Design of *game mechanics*, responsible for *playtests*, creation and balancing of *level design*, integration of levels in *Unreal* (then *Unity*).

After the 2 months requested by the school, we decided to push the game further. It is now on the *PlayStore*, and contains more levels and enemies.

Thorn
9 months, 2019

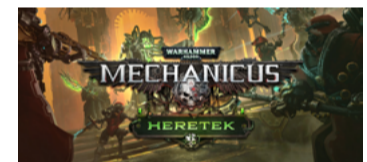
ETPA Toulouse

Co-conception for the game mechanics, creation of the artistic direction, narrative script and 2D illustrations.

Game Designer Intern
6 months, 2019

Bulwark Studios Angoulême

Assistance in the design of *Ixion* mechanics, anticipation of problems. Drafting of documents, diagrams and prototypes for the whole team. Q.A Tester and help with the optimisation of *Warhammer 40.000 Mechanicus Heretek*.



Studies

Master's degree in **ArtFx Montpellier**
Game Design
2021 - 2023

Improvement of *game/level design*, learning of narrative design and systemic design, ergonomics (UX).

Bachelor's degree in Game Design
ETPA Toulouse
2016 - 2019

Learning *game/level design*, learning skills such as 2D graphics, animation, programming,

Preparatory clas. art & design
ECV Bordeaux
2015 - 2016

Enrichment of creativity thanks to different tools, such as charcoal, anatomy, colors...

Softwares

