QUENTIN SUTTER

DEVELOPER UNITY C#

PERSONAL PROFILE

Always in a good mood, I'm looking to improve myself everyday. I'm autonomous and don't hesitate to manifest when I see a problem.

SKILLES AND KNOWLEDGE

I have been a professionnal video game developer for over three years. I know perfectly Unity and the C# language.

I have know hos to use Photoshop, illustrator, 3ds Max, the Unreal Engine, and the pack office.

COORDONNÉES

06 85 79 19 91
quentin.sutter.work@gmail.com
http://sutterquentin.wix.com/porfolio-qs
93290 Tremblay-en-France

PROFESSIONAL EXPERIENCE

Unity and Unreal programming teacher

ICAN (September 2022 - April 2023)

Creation of courses, exercises and assessments for 4th and 1st year students.

Programmer Unity C#

TeamTO Games (2017 - January 2022)

Conception, programming and balance of mobile games.
Brainstorms - Level Design - Tool creation for Level design and marketing

Programmer Unity C#

Funambules Games (2017 - Today)

Create and develop application hybrid between video game and board game.
Present the gamed in fairs and exhibitions

EDUCATION

Institut de Création et d'Animation (ICAN)

Master's degree in Game Design, 2018

Game Design - Level Design - Narration - Programmation - VR - AR

Institut de Création et d'Animation (ICAN)

Bachelor's degree en Game Design, 2008

Programmation - Game Design - Level Design - Histoiry (video game and Arts) - Ergonomics - UX Design - Graphics (2D and 3D) - Economics - Management

Lycée Jules Ferry

Scientific high school diploma, 2008

INTERESTS AND HOBBIES

I love video games (RTS, TBS, TCG, RPG) and board games.

I have been playing pen and paper role-playing game for over 15 years and as a Game Master and player.