

Edouard MURAT

Game Designer

Student in game design who has a strong interest in psychology and mathematics/statistics.

Experience & Projects

Project : Projet Descartes

February 2020 - June 2020

- Designed game with unusual controller
- Made using Arduino/Uduino/Unity with RFID technologies
- Coded global game structure

Project : Walter Buckett

February 2020 - June 2020

- Team Leader
- Designed player capacities
- Designed puzzle elements

Project : K.A.T.A.N.A.

October 2019 - January 2020

- Wrote game documentation
- Coded some player scripts
- Coded procedural generation scripts
- Coded some UI elements

Project : Habemus Papam

October 2018 - June 2019

- Designed card effects
- Balanced cards
- Playtests

Erasmus exchange

November 2017 - May 2018

- Used Bluetooth beacons
- Setup a MySQL database
- Developed an Android application

Education

Rubika SupInfoGame - Valenciennes, France
Game Design

University of Lille - Lille, France
Computer Science

Skills

Soft Skills :

- Empathy
- Curiosity
- Patience
- Analysis
- Writing

Game Engines :

- Unity
- GameMaker Studio 2

Programming Languages :

- Java
- C#
- Python
- SQL

Microsoft Office Suite :

- Word
- Excel
- Powerpoint
- Access

Others :

- Git

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I have an interest in video games that offers low-paced gameplay and usually like independent games. Concerning programming, I keep an eye on machine learning and how this can impact video games. Outside gaming, I am an amateur astronomer, and I am passionate about this subject.