

# Amaury Butaux

## Game Design Intern

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Looking for a **6 months game design internship** beginning in **March 2023**.

I focus on creating **user-centric** and **informed designs** shared with the team through **clear and synthetic documents**.

## Experience

October 2022 – February 2023  
Cnam-Enjmin

### Game Designer on Spike

Action/adventure game about a hedgehog using their own spikes as a weapon.

*core mechanics, 3Cs, game systems, worldbuilding & more (WiP).*

March 2022 – June 2022  
Cnam-Enjmin

### Game Designer on Fired Up!

*Best Student Game at BostonFIG 2022*

A 4 player co-op couch game where you use whatever you find in the house to save it from the flames.

*core mechanics, 3Cs, game systems, signs&feedbacks, onboarding, level design, blockout.*

December 2021  
Cnam-Enjmin

### Game Designer on 45°

Skill-based racing game with 45° turns only.

*core mechanics, 3Cs, signs&feedbacks, metrics, balancing.*

April 2021 – September 2021

### Ubisoft Annecy

### Gameplay Programmer Trainee on XDefiant

Free-to-play, fast-paced arena shooter.

*3Cs, UI, gadgets, game modes, scoring systems, AI.*

## Education

2021 – 2023

**Master's Degree in Game Design at Cnam Enjmin**

2016 – 2021

**Engineering Degree from Ensimag**  
*2020 Best French student in computer science*

## Skills

### Game Design

Good **communication skills**  
Clear and synthetic **documents**,  
**Rational** Game Design,  
**Research** and **Benchmark**.

### Programming

Excellent understanding of **mathematics and computer science**,  
Programming proficiency with **Unity API (C#)** and **Snowdrop API (C++)**

### Tools

Unity, Probuilder  
**Documents:** Google Suite, Notion  
**Management Tools:** Scrum, Jira, Trello  
**Versioning Tools:** Perforce, Git

### Languages

English (TOEIC 990/990)  
French (mother tongue)