



Antoine SARRAZIN

Young/Geek/Stuffmaker

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🐦 ZeAntwan
📧 thekawh
🏠 France - Willing to Relocate
🎂 02/02/1995 (22 Years Old)

Looking for a 6 month internship in Game/Level Design from March 2018

Education

- Since 2016** **Master JMIN (Games and Interactive Media) in Game Design**
CNAM - ENJMIN (Angoulême, FRANCE)
- 2015 - 2016** **Licence Pro TAIS-CIAN (University degree in Multimedia Production)**
Université Rennes 2 (St-Brieuc, FRANCE)
- 2013 - 2015** **BTS (Two-years technical degree) in cinematography**
Lycée Henri Martin (St-Quentin, FRANCE)
- 2010 - 2013** **Baccalauréat (A Levels equivalent diploma), science major**
Lycée Vincent Van Gogh (Yvelines, FRANCE)

Work Experiences

- 04/2016 - 08/2016** **Camera Operator / Editor - MEDIAKU France (Saint-Ouen, FRANCE)**
(4 Months) Worked as an all-in-one videomaker, reporting on pop culture related event (Japan Expo, Le Cosy Lab) and filming web and television shows for various contractors (Canal +, J-One, Kaze)
- 05/2016** **Camera Operator @ STUNFEST - 3 HIT COMBO (Rennes, FRANCE)**
(1 Week) Worked as a technician and cameraman for the live broadcast of local e-Sports competition and Capcom Pro Tour 16 and creating a DIY hardware Tally system (Live Camera indicator for operators)
- 11/2014 - 12/2014** **Equipement Coordinator (Intern) - TSF Lumières (Paris, FRANCE)**
(2 Months) Learning and working as part of a experienced gaffer/best-boys on using and preparing lighting and gegerenal gear for cinema and television production
- 05/2013 - 06/2013** **Camera Operator (Intern) - France Télévisions (Paris, FRANCE)**
(2 Months) Discovering the world of public boradcast television, and working as a on-studio and on-location general video assistant for various local shows

Temporary Positions

- 09/2016** **1st Assistant Director on «Un point c'est tout» - a film made in 48h**
(3 Days) First experience at managing a shoot for the «48 hour film project» competition in Paris
- 08/2016** **Camera Operator for «Le Vrac»**
Worked as a second camera on various web-series produced by «Le Vrac» (Cluster Agency, Teach My Duck)
- 02/2016** **Official Video Team @ Paris Manga and Sci-Fi Show**
(3 Days) Filmed and edited celebrities interviews and overall event music video.
- 09/2014** **Making-Of «Accords Perdu» - a film made in 48h**
(3 Days) Filmed and edited a short making-of clip of the film, which got «Best Sound» and «Best use of Line» award
- 06/2014** **Best Boy on «No Delirium» directed by Thomas Lajon**
(1 Week) Worked on a crowdfunded feature as a best boy handling grip and various gear during and between shoot

Projects

The Day I Met LAIA First Year Student Project	Audio-only adventure game for mobile VR in a sci-fi universe Game/Level Designer thedayimetlaia.com
Flampage One Month Student Jam	Culinary-shooter game where you have to protect your giant pudding Game/Level Designer zeantwan.itch.io/flampage
Egg of Discord Global Game Jam 2017	Cook your egg with your cellphone's waves by calling your mother-in-law Game Designer / Co-Writer bit.ly/eggofdiscord
.log() Documentary Series	In-progress documentary series following project making (games, films, ...) Director/Writer stuffmaker.co/dotlog
StudioTwan	Associative multimedia studio youtube.com/StudioTwan

Skills

Languages	French : Native English : Working proficiency
Game Tools	Unity 5 (C#) Gamemaker Studio 2 (GML)
Programming	Web Design - HTML5, CSS3 Web Integration - PHP, JavaScript (Notions) Electronics and IoT - Arduino
Softwares	Adobe - Photoshop, Illustrator, InDesign, After Effects, Premiere Pro Office Suite - Word, PowerPoint, Excel

Hobbies

Piano (4 Years of experience), Cinema, Video Games, Interactive Storytelling, Comics