Antoine SARRAZIN
Stuffmaker

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Game Designer - 3C Designer

🎓 Education

2016 - 2018   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

10/2021 - Now   Action Designer - Ninja Theory (Cambridge, UNITED KINGDOM)
Unannounced project
Working on 3C, Buddy AI design, and additional features for a narrative focused project

10/2020 - 10/2021   Game Designer - Firesprite (Liverpool, UNITED KINGDOM)
Unannounced project
Working on 3C design, and additional features for a narrative focused project

03/2018 - 10/2020   Game / Level Designer - DONTNOD (Paris, FRANCE)
«Tell Me, Why?» - Xbox Game Studios
Working on 3C design, focused on camera and animation, and AI design focused on believabilty and control
Level Design with narrative puzzles based on investigation on UE4
Acting as Scrum Master for features tracking following agile methods

«Banishers: Ghost of New Eden» - Focus Interactive
Combat Design with a focus on camera systems for Action/RPG gameplay
Encounter Design defining integration and challenge provided by the game's antagonists

Since 2016
(1 week / year)   Assistant Director @ STUNFEST - 3 HIT COMBO (Rennes, FRANCE)
Worked as a A/V tech, cameraman and assitant director for this local event celebrating fighting games, and the whole video game cutlure. I created various hardware helpers, worked with vMix and created an chat based game for the 2021 edition.

🤝 Temporary Positions

03/2020   A/V Tech - «Le Quaranstream»
Overlay developpement, technical support and helping organizing a social and charitable Twitch stream during the pandeminc

09/2018
(3 Days)   1st Assistant Director on «Marteau Picoeur» - a film made in 48h
Helping and managing a shoot for the «48 hour film project» competition in Paris

✏️ Projects

Getting Long
A Game by its Cover 2019

Puzzle game mixing Sokoban, Snake and a hungry doggo
Game Designer / Gamemaker Developer
zeantwan.itch.io/getting-long

Illtide
Second Year Student
Project

Third-person 3 Player Cooperative Action-Adventure game
Game Designer
mykonos.itch.io/illtide

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 / Gamemaker Developer
zeantwan.itch.io/flampage

Bartender Things
Global Game Jam 2018

Create crazy cocktails with a friend, on one controller, in an 80's bar
Game Designer
zeantwan.itch.io/bartender-things

.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

Unreal Engine 4 (Blueprint, Sequencer)
Unity 5 (C#)
Gamemaker Studio 2 (GML)
Godot (GDScript)

Programming

Web Design - HTML5, CSS3
Web Integration - PHP, JavaScript (Notions)
Electronics and IoT - Arduino

Softwares

Adobe - Photoshop, Illustrator, InDesign, After Effects, Premiere Pro
Live Broadcast - OBS Studio, vMix
Office Suite - Word, PowerPoint, Excel

⚙️ Hobbies

Piano (4 Years of experience), Live streaming, Arduino and 3D Printing