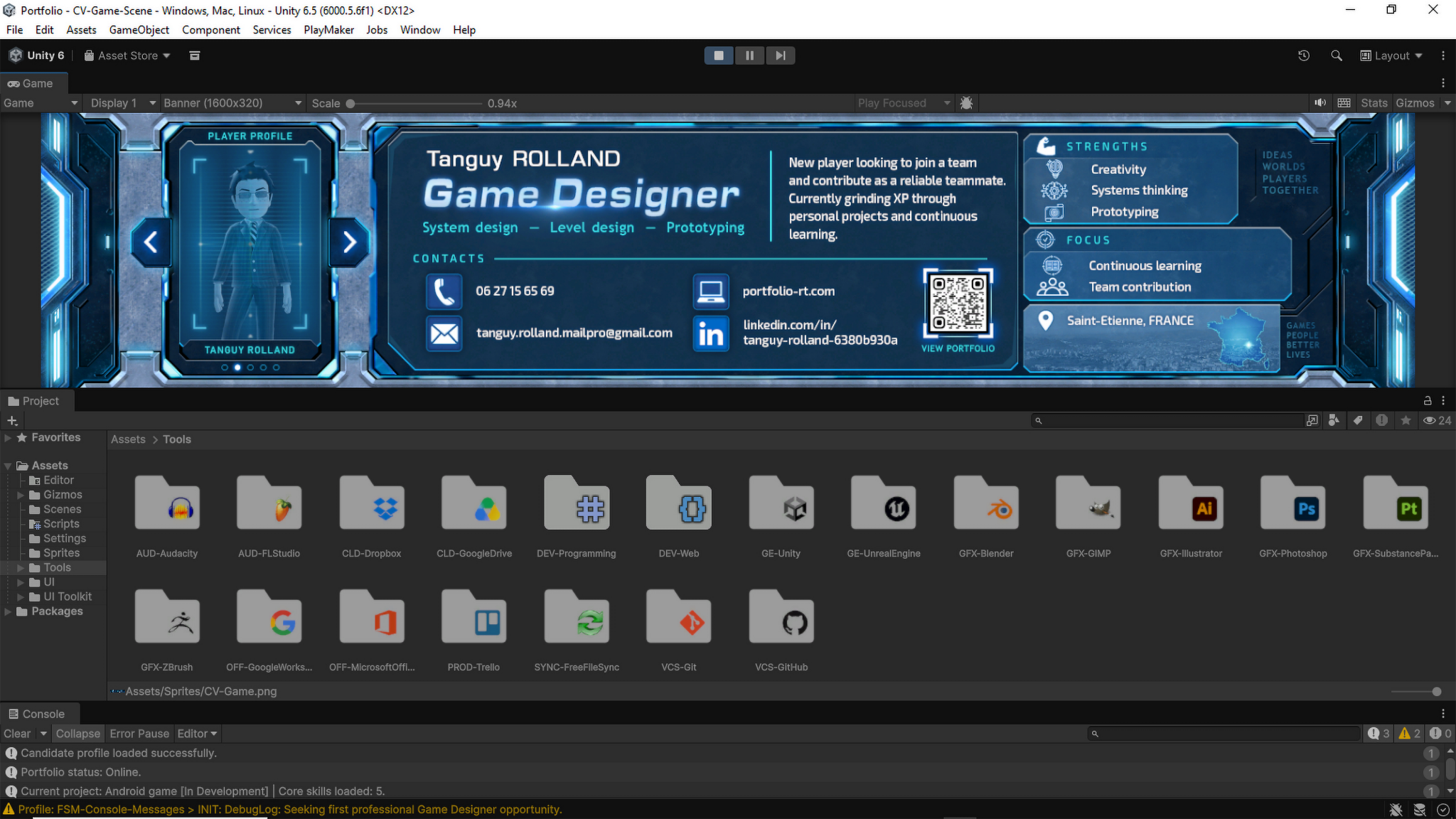
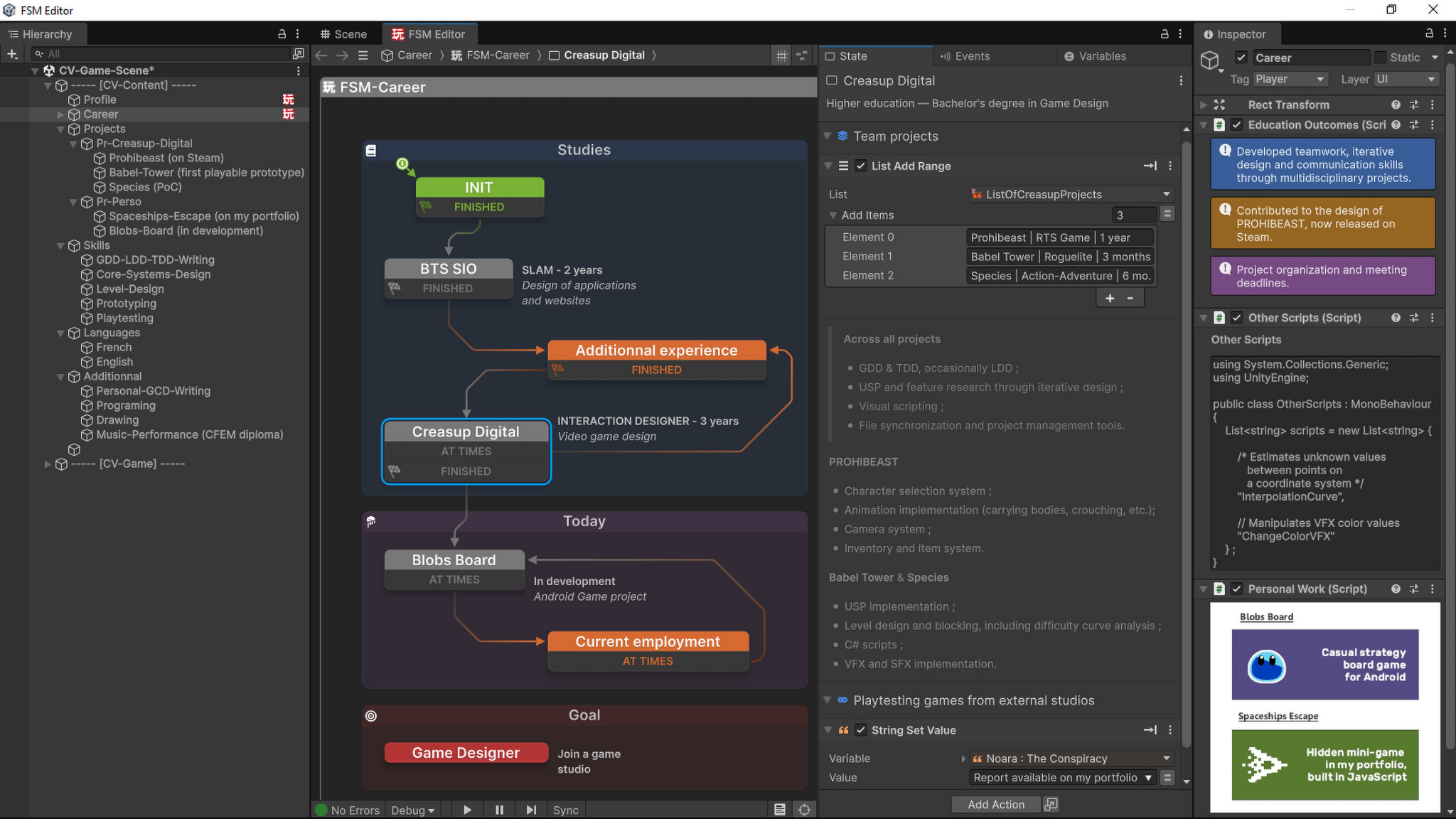

Portfolio - CV-Game-Scene - Windows, Mac, Linux - Unity 6.5 (6000.5.6f1) <DX12>
File Edit Assets GameObject Component Services PlayMaker Jobs Window Help
Unity 6 Asset Store
Layout
Game
Display 1 Banner (1600x320) Scale 0.94x Play Focused Stats Gizmos
PLAYER PROFILE
TANGUY ROLLAND
Tanguy ROLLAND
Game Designer
System design — Level design — Prototyping
New player looking to join a team and contribute as a reliable teammate. Currently grinding XP through personal projects and continuous learning.
CONTACTS
06 27 15 65 69
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portfolio-rt.com
linkedin.com/in/tanguy-rolland-6380b930a
VIEW PORTFOLIO
STRENGTHS
Creativity
Systems thinking
Prototyping
IDEAS WORLDS PLAYERS TOGETHER
FOCUS
Continuous learning
Team contribution
Saint-Etienne, FRANCE
GAMES PEOPLE BETTER LIVES
Project
Favorites
Assets
Editor
Gizmos
Scenes
Scripts
Settings
Sprites
Tools
UI
UI Toolkit
Packages
Assets > Tools
AUD-Audacity
AUD-FLStudio
CLD-Dropbox
CLD-GoogleDrive
DEV-Programming
DEV-Web
GE-Unity
GE-UnrealEngine
GFX-Blender
GFX-GIMP
GFX-Illustrator
GFX-Photoshop
GFX-SubstancePa...
GFX-ZBrush
OFF-GoogleWorks...
OFF-MicrosoftOffi...
PROD-Trello
SYNC-FreeFileSync
VCS-Git
VCS-GitHub
Assets/Sprites/CV-Game.png
Console
Clear Collapse Error Pause Editor
Candidate profile loaded successfully.
Portfolio status: Online.
Current project: Android game [In Development] | Core skills loaded: 5.
Profile: FSM-Console-Messages > INIT: DebugLog: Seeking first professional Game Designer opportunity.


FSM Editor
Hierarchy
Scene
FSM Editor
Inspector
CV-Game-Scene*
----- [CV-Content] -----
Profile
Career
Projects
Pr-Creasup-Digital
Prohibeast (on Steam)
Babel-Tower (first playable prototype)
Species (PoC)
Pr-Perso
Spaceships-Escape (on my portfolio)
Blobs-Board (in development)
Skills
GDD-LDD-TDD-Writing
Core-Systems-Design
Level-Design
Prototyping
Playtesting
Languages
French
English
Additionnal
Personal-GCD-Writing
Programing
Drawing
Music-Performance (CFEM diploma)
----- [CV-Game] -----
Career
FSM-Career
Creasup Digital
FSM-Career
Studies
INIT
FINISHED
BTS SIO
FINISHED
SLAM - 2 years
Design of applications
and websites
Additionnal experience
FINISHED
Creasup Digital
AT TIMES
FINISHED
INTERACTION DESIGNER - 3 years
Video game design
Today
Blobs Board
AT TIMES
In development
Android Game project
Current employment
AT TIMES
Goal
Game Designer
Join a game
studio
No Errors
Debug
Sync
State
Events
Variables
Creasup Digital
Higher education — Bachelor's degree in Game Design
Team projects
List Add Range
List
ListOfCreasupProjects
Add Items
3
Element 0
Prohibeast | RTS Game | 1 year
Element 1
Babel Tower | Roguelite | 3 months
Element 2
Species | Action-Adventure | 6 mo.
Across all projects
GDD & TDD, occasionally LDD ;
USP and feature research through iterative design ;
Visual scripting ;
File synchronization and project management tools.
PROHIBEAST
Character selection system ;
Animation implementation (carrying bodies, crouching, etc.);
Camera system ;
Inventory and item system.
Babel Tower & Species
USP implementation ;
Level design and blocking, including difficulty curve analysis ;
C# scripts ;
VFX and SFX implementation.
Playtesting games from external studios
String Set Value
Variable
Noara : The Conspiracy
Value
Report available on my portfolio
Add Action
Career
Static
Tag
Player
Layer
UI
Rect Transform
Education Outcomes (Scri
Developed teamwork, iterative design and communication skills through multidisciplinary projects.
Contributed to the design of PROHIBEAST, now released on Steam.
Project organization and meeting deadlines.
Other Scripts (Script)
Other Scripts
using System.Collections.Generic;
using UnityEngine;
public class OtherScripts : MonoBehaviour
{
List<string> scripts = new List<string> {
/* Estimates unknown values
between points on
a coordinate system */
"InterpolationCurve",
// Manipulates VFX color values
"ChangeColorVFX"
};
}
Personal Work (Script)
Blobs Board
Casual strategy board game for Android
Spaceships Escape
Hidden mini-game in my portfolio, built in JavaScript