

# Loïc Anquez

## Game Designer

Your futur intern for 2 to 4 months, starting from June 2018!

loicanquez@gmail.com

www.loicanquez.com

(+33) 610 485 729

linkedin.com/in/loicanquez

French citizen. Open to Relocation

21 y.o.

### PROFILE

*Passionate*

*Curious*

*Sociable*

I'm a positive and sociable guy! When designing games, I focus around a **center toy**, then build a game around it. I get my inspiration from various medias and it's always a pleasure to share it with the team!

### EDUCATION

2014 - 2019

Game Design & Management Master's Degree  
**Supinfogame RUBIKA**, Valenciennes - France

- Game Design, Level Design, Prototyping, Team Management

2011 - 2014

**Scientific** Baccalauréat with Major in **Theater Art**  
Lycée Mariette, Boulogne-sur-Mer - France

- Science Logic, Sharpened my acting skills

### EXPERIENCE

*School Projects*

*Prototypes & Jams*

Oct. 2017 – March 2018. 5 persons team. To be released on Steam.

**Evening** (Contemplative game, PC): Lead Game Designer, Prototyping, Playtests

- Carrying the creative vision a project is a challenge I like.

March 2017. 7 persons team. Supervised by **Ohbib!**. Released on Android.

**Fish n' Tricks** (Racing/Runner, mobile): Game Designer, Prototyping, Sound Design

- Working with the constraints of the mobile platform was instructive.

March 2016. 21 persons team. Supervised by **Gameloft**.

**Hero of the Rising Sun** (Tactical game, PC): Game Designer, Level Designer

- Working in a big team, and building levels with architecture in mind.

Since 2014 I'm doing various game jams and **a lot of prototypes**. I always want to try ideas before saying it's a good or a bad one. It's also a good way to learn things by myself.

*Work*

October 2016 - Paris Games Week - Representative for Square Enix

October 2012 - October 2015 - Galery Assistant in multiple Art Shows in France

### SKILLS

*Softwares*

*Languages*

- Conceptualisation of **Game Mechanics**
- Game Concept and **Design Documents**
- **Mockups** (image, text, video, audio, paper)
- **Fast Prototyping** using various tools
- Playtests and **Data Processing**
- Practical knowledge of **Agile Management**
- **Team Player!** I'm always up for team building

**Advanced**



**Proficient**



**French**

- Native



**English**

- Proficient



**Danish**

- Learning

### INTERESTS

If you want to know me better, here's some things i'm interested in:

- **Video games** (Zelda BotW, DOOM 2016, 9.9.9.)
- **Travels** (Scandinavia, Italia, Mayotte)
- **Cooking** (Italian food, Homemade juices)
- **Beers** (Triple Karmeleit, Angelus, Rince-Cochon)
- **TV Shows** (Stranger Things, Brooklyn Nine-Nine)
- **Animals** (All of them! Despite being allergic...)

- **Theatre** (12 years of acting & scenography!)
- **Music** (Orelsan, Guts, Maxwell Young)
- **Movies** (Chappie, Kingsman, TsLo, Walter Mitty)
- **Photography** (Rut Bles Luxembourg, V. Munier)
- **Tech stuff** (Machine learning, Haptic feedback)
- **Danish Culture** (History, Design, Food, Hygge <3)