

CHARACTER NAME: Tom Longepierre

CLASS: Game Designer

AGE: 20

GENDER: Male

RACE: Human



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## Education

2013-2016 > Bachelor's Degree in Game Design at BELLECOUR ECOLE, in Lyon

2013 > Baccalaureate in Maths, Physics, Chemistry, Biology, History, Geography

## Game Design Skills

GC - GDO - GDD writing

Free-to-play

Transmedia

Case study

## Level Design Skills

Document writing

Level building on Unity - Unreal Engine 3 software:

## Computer Skills

Word

Excel

Photoshop

Unreal Engine 4

Flash - AS3

Unreal Engine 3

Power Point

Unity

Illustrator

3ds Max

## Languages

**FRENCH** > Fluent  
**ENGLISH** > Intermediate  
**GERMAN** > Basic  
**CHINESE** > Basic

## Other experience

**NOVEMBER 2015** > Participating in a Jam at Bellecour School.  
**JANUARY 2015** > Participating in the Global Game Jam.  
**SUMMER 2014 & 2015** > Working as a postman to finance my studies.

## Hobbies

**WARGAME** > Warhammer 40.000 : playing, painting, script writing  
**ROLE PLAY** > Mastering, script writing, playing  
**LAN** > Creating an association (I am the treasurer)  
**VIDEO GAME** > Playing (PC, console, smartphone), design, news (Jeuxvideo.com, IGN)  
**READING** > Novel, Comic strips  
**CARD GAME** > Playing, creating a game

## Portfolio



**CALL OF DUTY - ORIGIN**  
GDO writing for a F2P game :  
features, 3C, OCR loops ...



**NORMS - BOARD GAME**  
Adaptation of an animated  
series in to a board game



**SONIC - THE HEDGEHOG**  
Game analysis : core gameplay,  
characters mechanical ...

*For more: <http://longepit.free.fr>*