


## Contacts

 theocriton@gmail.com

 +33 6 61 17 07 58

 linkedin.com/in/théo-criton

 thecriton.wixsite.com

## Softwares

• Microsoft Office



• Adobe Creative Cloud



• Engines



• 3D Modeling



## Languages

 Native

 Professional proficiency

 Beginner

## Interests



RPGs



Strategy Games



Movies/Series



Literature



Cooking

# Theo Criton

## Game Designer

## Professional Experiences

Jul. 2020 - Aug. 2020

Game Designer - GEM

1 month internship in serious games

- Wrote game design documents for the project "Creativity Unlimited"
- Gamified business seminars
- Created and integrated interactive wireframes
- Designed serious games & ice breakers

Jun. 2019 - Jan. 2020

QA Tester - Gamestream

6 months internship for a cloud gaming service

- Tested the platform's game catalog
- Integrated new games on the platform
- Fixed bugs on the platform
- Benchmarked competing services

Nov. 2019 - Aug. 2020

Published Game - King of Trial

First prize at the medical game jam 2019

- Serious mobile strategy and management game
- Realized in a team of 8 people
- Published on Google Play Store ([Link](#))

## Education & Degrees

2017-2021

Master's degree in Game Design

Isart Digital, Paris

Game Design/Level Design, UI/UX Design, Narrative Desig, SCRUM

Project:

- Celestrail : Graduation project, VR puzzle game, Unity
- Blue Lagoon: Narrative open world, Unreal
- Hook Up: VR rail shooter, Unreal
- Purificatas: Turn based RPG, Unreal
- Pass Club: Free to play mobile game, Unity
- Planktoon Loot: Stealth game, Unity

2016

Scientific Baccalaureate

Lycée Raoul Dautry, Limoges

- Engineering Science/Computer and digital sciences options