



Antoine SARRAZIN

Young/Geek/Stuffmaker

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🐦 ZeAntwan
📧 thekawh
🏠 France - Willing to Relocate
🎂 02/02/1995

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

- 03/2018 - Now 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 believability and control
Level Design with narrative puzzles based on investigation on UE4
Acting as Scrum Master for features tracking following agile methods
- Unannounced project*
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) Camera Operator @ STUNFEST - 3 HIT COMBO (Rennes, FRANCE)
Worked as a technician and cameraman for the local e-Sports competition live broadcast and Capcom Pro Tour 16 creating a DIY hardware Tally system (Live Camera indicator for operators)
- 04/2016 - 08/2016
(4 months) Camera Operator / Editor - MEDIAKU (Saint-Ouen, FRANCE)
Worked as an all-in-one videomaker, reporting on pop culture related event (Japan Expo, Le Cosy Lab) and filming web and television shows for various contractors (Canal +, J-One, Kaze)

Temporary Positions

- 03/2020 A/V Tech - «Le Quarantstream»
Overlay development, technical support and helping organizing a social and charitable Twitch stream during the pandemic
- 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
- 08/2016 Camera Operator for «Le Vrac»
Worked as a second camera on various web-series produced by «Le Vrac» (Cluster Agency, Teach My Duck)
- 02/2016
(3 Days) Official Video Team @ Paris Manga and Sci-Fi Show
Filmed and edited celebrities interviews and overall event music video.

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), Cinema, Video Games, Interactive Storytelling, Comics