



Antoine SARRAZIN

Young/Geek/Stuffmaker

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🐦 ZeAntwan
📧 thekawh
🏠 France - Willing to relocate
🎂 02/02/1995 (22 Years old)

Looking for a 2 month internship in Game/Level Design from June to August 2017

Introduction

Self described as Young, Geek and Stuffmaker, I want to design a world of engaging stories to be experienced with any media, like games or cinema, and use the medium's unique mechanics and abilities to create a cohesive universe around lovable characters and amaze players/users/spectators/people by creating unnamed types of entertainment (which I like to call «stuff»).

Eager to learn and curious by nature, I'm able to juggle between tools and constraint to help and improve any project by using my various skills, but also using creative thinking to overcome obstacles.

Education

- Since 2016 **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 (French secondary school diploma), science major**
Lycée Vincent Van Gogh (Yvelines, FRANCE)

Work Experience

- 04/2016 - 08/2016 **Camera Operator / Editor - MEDIAKU France (Saint-Ouen, FRANCE)**
(4 Months)
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)
- 05/2016 **Camera Operator @ STUNFEST - 3 HIT COMBO (Rennes, FRANCE)**
(1 Week)
Worked as a technician and cameraman for the live broadcast of local e-Sports competition and **Capcom Pro Tour 16** and creating a DIY hardware Tally system (Live Camera indicator for operators)
- 11/2014 - 12/2014 **Equipement Coordinator (Intern) - TSF Lumières (Paris, FRANCE)**
(2 Months)
Learning and working as part of a experienced gaffer/best-boys on using and preparing lighting and gegernal gear for cinema and television production
- 05/2013 - 06/2013 **Camera Operator (Intern) - France Télévisions (Paris, FRANCE)**
(2 Months)
Discovering the world of public boradcast television, and working as a on-studio and on-location general video assistant for various local shows

Volunteer Work

09/2016 (3 Days)	1st Assistant Director on «Un point c'est tout» - a film made in 48h First experience at 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.
09/2014 (3 Days)	Making-Of «Accords Perdu» - a film made in 48h Filmed and edited a short making-of clip of the film, which got «Best Sound» and «Best use of Line» award
06/2014 (1 Week)	Best Boy on «No Delirium» directed by Thomas Lajon Worked on a crowdfunded feature as a best boy handling grip and various gear during and between shoot

Projects

StudioTwan	Associative multimedia studio youtube.com/StudioTwan
The Day I Met LAIA First Year Student Project	Audio-only adventure game for mobile VR in a sci-fi universe Game/Level Design thedayimetlaia.com
Flampage One Month Student Jam	Culinary-shooter game where you have to protect your giant pudding Worked as Game/Level Designer zeantwan.itch.io/flampage
Egg of Disorder Global Game Jam 2017	Cook your egg with your cellphone's waves by calling your mother-in-law Worked as Game Designer/Co-Writer bit.ly/eggofdiscord
.log() Documentary Series	In-progress documentary series following project making (games, films, ...) Worked as Director / Writer stuffmaker.co/dotlog

Skills

Languages	French : Native English : Working proficiency
Game Tools	Unity 5 (C#) Gamemaker
Programming	Web Design - HTML5, CSS3 Web Integration - PHP, JavaScript (Notions) Electronics and IoT - Arduino

Hobbies

Piano (4 Years of experience), Cinema, Video Games, Interactive Storytelling, Comics