✉ quentin.alleman.pro@gmail.com

⌂ Montpellier, France

⚬ https://alleman-quentin-portfolio.odoo.com/

▭ Open to remote work

⚲ Europe

☎ 06 17 01 44 54

Awards

Grand Prix ESMA 2024
First Place with *Core Defenders*

Game Jam ESMA
First place in 3 ESMA Game Jam events

Languages

French
native language

English
B2

Spanish
Basic knowledge

Assets

●**Communication**

●**Creativity**

●**Adaptability**

●**Curious**

●**Teamwork**

Interests

Video Games
Adventure, Infiltration, Exploration, Management

Music
Guitar, Piano, Music Theory

Sport
Archery, rugby

History
Visits to museums and historic sites, Documentaries

Oenology and Spirits
Wine, beer and spirits tastings and discoveries

Social networks

in quentin-alleman

Quentin Alleman

Technical Level Designer

Technical Level Designer junior, with 3 years' study in video game design and initial work experience as an intern. I'm ready to contribute my skills and motivation to innovative projects.

Projects

Little Rooms - Technical Game & Level Designer - Intern

September 2024 Cold Coffee Studio ,Remote

- Creation of a room generation tool
- Implementation of Shader
- Prototyping
- QA & Bug repport

Unanounced Project - Level Designer | Technical Designer Intern

July 2024 Cold Coffee Studio , Remote

- Level Design, Level Building
- Prototyping

Core Defenders - Technical Game Designer | Level Designer

From September 2023 to June 2024 ESMA Montpellier

- Game Design, Documentation
- Level Design, Level Scripting
- Assistance to programmers

L'Addition SVP! - Technical Game Designer - Level Designer

February 2024 Game Jam ESMA Montpellier

- Game Design, Documentation
- Level Design
- Assistance to programmers

Voluntary experience

Game Designer - Integrator

Since January 2025 Skytale , Remote
Integration of quests, sounds, music and vfx into the game.

Volunteer

From 2017 to 2023 Comité des fêtes Assas

President

From 2021 to 2024 Ecole de Musique Assas

Education

Design and production of video games

From October 2021 to June 2024 ESMA Montpellier

Bachelor 1 Musicology

From September 2019 to February 2021 Université Paul Valéry Montpellier

Skills

Game Design
Technical Design, Level Design, Rapid Prototyping, Documentation

Programmation
Unreal Blueprints, C#

Software

- Unreal Engine, Unity
- Github
- Miro
- Trello
- Photoshop
- Blender, Maya