

Leo Compe

MASTER
GAME DESIGNER



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leocompe.fr

SKILLS

Office 365
Creative Cloud
Quality Assurance
Unreal Engine 4
Unity
Blender
Web Design (HTML,CSS,PHP)

LANGUAGES

English (Mother tongue)
French (Native)

HOBBIES

Swimming
Cooking
Photogrammetry
Level Design
Making videos

EXPERIENCES

- 2020** **QA Internship**
Virtuos Games Paris
QA Intern from September 2020 - July 2021.
Helped refine the QA process.
- 2020** **Game Design Lecturer**
LudiTalk
Gave game design conferences in public schools as part of an ISART project.
- 2019** **Technology Advisor**
Shearman & Sterling
Linux virtual machine install, technology advisor & research on deep learning.
- 2018** **Network Technician / Translator**
EQUINIX
Document translation, cross-connect installation, server maintenance & server install.
- 2016** **Network Internship**
EQUINIX
Advanced cross-connects, customer requests, cross-connect audit, server installs.
- 2016** **Audiovisual Internship**
NextRadioTV
Network intern BFMTV & 01Net / Control room assistant at RMC / Director assistant at BFMTV.

PROJECTS *(More on leocompe.fr)*

- 2020** **ISART Project**
Steel Salvo
Game Designer, Technical Artist & Lighting Artist.
Created in 2 months with 7 GD.
Available on Steam.
- 2019** **ISART Project**
Kinetis
Responsible for the Level Design & QA
Created in 2 months with 4 GD & 3 GP.

EDUCATION

- 2018** **MASTER DEGREE IN GAME DESIGN**
- 2022** **ISART DIGITAL**
- 2018** **Advanced Technician Certificate in IT & Networking**
Lycée Christophe Colomb
- 2016** **Bachelor in Electric Systems**
Audiovisual Specialisation
Lycée Christophe Colomb