

Théo PASCOLI

GAME DESIGNER / LEVEL DESIGNER

Looking for an open-ended contract

CAREER PATH

I'm a recent graduate of Bellecour Ecole in the field of Game Design and video game conception. I also have a baccalauréat STI2D (Sciences et Technologies de l'Industrie et du Développement Durable) in Digital Information Systems, Audiovisual Cinema and Media. I recently completed my Bachelor's degree in Game Design and am currently looking for work experience in the sector. I'm passionate about competitive sports like tennis, which I've been playing since I was very young.

PERSONAL PROFILE

Full name	PASCOLI Théo
Date of birth	09/01/2002
Languages	French - Native English - Fluent - TOEIC (B1)
Nationality	French
Driving License	In Progress

PROJECTS

	ECHOES OF HEROES - (Shipping Project) - Unreal Engine 5 - W.I.P
21/05/2024	Lead Game Designer - Economic Game Designer - Game Programmer

02/10/2023	SHADOW OF THE DEAD MAN	(Graduation Project) - Unity
	UX/UI Designer - Narrative Designer - System Designer	

28/02/2023 PSYCHE - (Intermediate Project) - Unreal Engine 5
Game Designer - Level Designer - UX/UI Designer

THE LEGEND OF BARAKA (Game Book) - Twine
Project Manager - Narrative Designer - Game Designer

NEMOPHORE (Personal Project) - Unity
Economic Game Designer - Level Designer - UX/UI Designer - 2D Artist

CONTACT

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Website	theopascoli.com

EDUCATION

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2021 - 2024	Bachelor Degree in Game Design
	Lvon (FR) - Bellecour Ecole

2017 - 2020 Baccalaureat : Sciences Technologies Industry & Sustainable Development Martigues (FR) - Jean Lurçat

PROFESSIONNAL EXPERIENCES

Student Job : Cashier Host & Accounts Management Lyon (FR) - Auchan Lyon Université

An internship during which I was able to develop my skills in game design and project management.

Angoulême (FR) - Bulwark Studios

SKILLS



Asana

















Jira Unr

Unreal Engine

Unity

GitHub

Adobe Suite

Blender

Office Suite

Figma

INTERESTS







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