

PAUL KOZIEJA

Game/Level Designer

E-Mail : koziejapaul@gmail.com

Phone : [+33 6 88 47 42 34](tel:+33688474234)

Website : <http://www.koziejapaul.com>

French - 12/14/1993 - Driving Licence

Skills

Development



Unity Engine
with C#



Unreal Engine
with Blueprints

Design & Management



XMind
Mind mapping



Trello
Management

Editing tools



3DS Max
3D modeling
and animation



Photoshop
Image editing



Reaper
Audio editing

Languages

French, native

English, independent

Spanish, basic

Favorite games

Half-Life, Valve Software

Resident Evil, Capcom

Command & Conquer, Westwood
Studio / Electronic Arts

Factorio, Wube Software

Experiences

Fragmented Personal project (June 2019)

Unity Developer - Project support

Development of a 2D game with three partners to support a Master's thesis in Visual Arts.

PromiSelf Reflex-ON at DragOn Slide (Oct. - Dec. 2018)

Unity Developer - Freelance

Development of some VR minigames for DragOn Slide.

Dumpotopia, Ludum Dare n°42 (August 2018)

Game Designer / Unity Developer - Game Jam

A 2D endless runner made with three partners during the Ludum Dare n°42.

Pacman Divided, Pot-au-Jeu (July 2018)

Game/Level Designer / Unity Developer - Game Jam

Remake of Pacman in 3D made with three partners during the "Pot-au-Jeu" (Game Jam).

The Successful Company, Personal project (April 2018)

Game/Level Designer / Unity Developer - Indie Game

Satirical puzzle game made with two partners released in alpha on Google Play.

The Amazing Game 3.0, Ludum Dare n°40 (Dec. 2017)

Game/Level Designer / Unity Developer - Game Jam

Satirical game made with two partners during the Ludum Dare n°40.

Overgo at Artenpik (July - Sept. 2017)

Unity Developer - Internship

Development of some Augmented Reality experiences.

Epic Loon at 3DDuo (April - July 2017)

Level Designer - Internship

Design and production of about 25 levels for "Epic Loon".

Education

