Junior Gameplay Developer

DE MATTEIS Mylan

**Game developer specialized in
Unreal Engine and Blueprints
Looking for a job using these technologies**

📁 Portfolio   in LinkedIn   ✉ dematteismylan@icloud.com

📞 + 33 6 58 53 43 09   🏠 Lyon and surrounding area, France

SKILLS

BASIC KNOWLEDGE
- Game Design
- Level Design
- Production Management
- Unity

ADVANCED SKILLS
- Unreal Engine
- GitHub
- Microsoft Office Suite

LANGUAGES
- C# (Unity)
- Blueprint (Unreal Engine)
- C++ (Unreal Engine - Basics)

EXPERIENCES

SINGLE DEVELOPER – Unknowz (Co-op Puzzle Platformer)
September 2024 – June 2025
- Created an original and whimsical universe, blending humor and absurd situations
- Developed quirky and memorable characters
- Designed and implemented AI with unusual, absurd, and distinctive behaviors

MAIN DEVELOPER – Dwarven Realm (Idle Game)
January – March 2024
- Created a whimsical universe where dwarves attempt to escape their world aboard a homemade rocket
→ Reached 700 downloads on Steam & developed with Unreal Engine 5

GAMEPLAY DEVELOPER – MDR (Game Jam)
January 22nd – 25th 2024
- Worked remotely with e-artsup Montpellier
- Developed the clumsy main character
→ Developed with Unreal Engine 5, available on Itch and ranked first in all evaluation criteria.

SINGLE DEVELOPER – Sinister (Horror)
January – March 2024
- Created a dark and oppressive gameplay experience to immerse players in a heavy atmosphere
→ Reached 8.5k downloads with 28k views on Itch & developed with Unity

EDUCATION
- **Bachelor Game Design**
e-artsup Lyon, France
September 2022 – June 2025

- **General Baccalaureate**
June 2022

LANGUAGES
- **French** - Native
- **English** - Cambridge B1
- **Spanish** - A2

HOBBIES
- **Football** - Practiced 5 years
- **Formula 1** - Enthusiast of automotive technologies
- **Cryptocurrencies**