Sebastien MORANT

Looking for an Internship : Game/Level Designer - Gameplay Programmer - Dev Web Front-End

Game Design Student, Bachelor degree (ICAN Lyon)

Contacts

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Locations:
Montpellier, Lyon

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Portfolio
https://realkill1111.github.io
https://github.com/Realkill1111

https://www.artstation.com/raffake1111
https://www.artstation.com/rk1111

Skills

Programming:
- Angular
- C, C#, C++
- Html/Css, PHP
- Java, javafx
- JavaScript/TypeScript
- PL/SQL
- Symfony/Vuejs
- UML

Game Dev:
- Unreal 5 / Unity
- Blender, MagicaVoxel
- Systemic Game Design
- Level Design
- Gameplay Programming

Langages

English : Fluent

Hobbies

- Video Games
- Pixel | Voxel Art
- Reading (Books, Mangas)

Mobility

Car License

Experiences

2025 - 4 Months: End-of-year project | Roguelike deckbuilder
- Game Design: design documents -- Google suite, Canvas, Figma
- Game Art: 3D modeling for video games -- Blender
- Game Programming : C# implementation -- Unity, Visual Studio

2024 - 3 Months : Front-end web Angular developper at Geomatys
- Development of a website using the framework Angular + creation of angular components for another website

2024 : Code Game Jam 2024
Theme: Ethereal legends | Unity game in 30h
- Horror game in top-down pixel art-- Game/Level Design, c#

2023 - X: UE5 Prototypes + horror game project
- Design documents writing -- Google suite
- Horror Game -- UE5, blueprints, Horror Engine 3.0
- Roguelite FPS -- UE5, blueprints

2023 - 3 Months : c++ developper at Actia Telecom - R&D
- UML conception, implementation of a solution in Visual Studio
- C++, Windows Form

2022/23 - 3 Months : Full-Stack Web development of an Online Survey website using Agile management (Scrum)
- UML modeling of data management
- Design of Entity–relationship models
- User interface conception using Figma
- Website development -- HTML/CSS/JavaScript/PHP
- Database creation (SQL) and queries (PL/SQL)

2022 : "Nuit De l'Info"
- Development of a website using HMTL5 to add a built-in serious-game (health prevention)

2022 - 4 Months : School project, game based on the board game "Ticket to ride"
- Assessment of the translation of a board game to video game
- Logic and visuals using Java/Javafx

2021 - 1.5 years : Free-lance level designer, Creation of an official map for Sector's Edge
- Creation and post-launch maintenance of 3D maps using **MagicaVoxel**
- Data transfer settings in JSON
- Agile approach: constant feedback loop with the client

2018 - 2 weeks : Programming Traineeship, Wolfram|Alpha, Oxford
- Wolfram programming langage discovery
- Chess game development

Education
- Game Design Bachelor at ICAN Lyon **- 2024-2026 (ongoing)**
- Bachelor in Computer Science (BUT) at Montpellier's IUT - Application development specialty **- 2021-2024**
- PeiP STI first year at Polytech Montpellier **- 2020-2021**
- Baccalaureate S with honors, Castelnau-le-Lez - **2020**