

# ERWAN CASTIONI

GAME DESIGNER & PROGRAMMER

## CONTACT

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[malan-tai.github.io](https://malan-tai.github.io)

## EDUCATION

- **Télécom SudParis : Game Dev major**  
2019 - 2022  
IT engineering school
- **Lycée Corneille de Rouen**  
2017 - 2019  
Math and physics prep school
- **Scientific Baccalauréat**  
2017  
Honors : "Very good", "European"

## SKILLS

### Programming

C, C++, C#, Java, Android, Python, HTML, CSS, OCamL, SQL, Git

### Game Development

Unity, Unreal Engine, Monogame, SFML

### Digital Art

Photoshop, Krita, Blender  
Graphic Tablets

### Languages

French (native), English (fluent)  
Japanese, Spanish, Arabic (beginner)

## EXPERIENCES

- **MatterVRX - VR Dev intern**  
JUNE 2021 - AUG 2021 - GERMANY (REMOTE)  
VR application for MRI visualisation  
Programming (Unity VR, ECS)
- **Romanizer - Game Dev contract**  
JULY 2021 - AUG 2021  
Enhancing Romanizer for use in  
middle school History lessons  
Programming (Unity 2D)
- **Télécom SudParis - Game Dev intern**  
JUNE 2020 - AUG 2020  
Multiplayer race game for netcode  
courses example  
Programming (SFML)

## PROJECTS

- **SynCOM**  
SEP 2021 - FEB 2022  
Tactical game with an emphasis on  
relationships between units  
End of studies project  
Project Management, Game Design,  
Programming (Unity)
- **Romanizer**  
APRIL 2021  
Historic management game for *Scientific  
Game Jam 2021*  
Winner of the *Grand Prix*  
Game Design, UI Design, Programming  
(Monogame)
- **Cassiopée : Unreal Project**  
DEC 2020 - JUNE 2021  
3D metroidvania game with custom gravity  
School Project  
Game Design, Blueprint Programming (UE4),  
3D modeling, Playtest Creation
- **DnDeck**  
DEC 2020  
Android DnD themed card game  
School Project  
Game Design, Programming (Android)
- **Parapluie Bulgare**  
NOV 2020  
2D investigation game for *Unijam 2020*  
Awarded *Best Graphics*  
Game Design, Programming (Monogame)
- **FREZ**  
DEC 2019 - JUNE 2020  
3D puzzle game  
School Project  
Project Lead, Game Design, Level Design,  
Programming (Monogame)
- **Somnium**  
NOV 2019  
2D puzzle-horror game for *Unijam 2019*  
Awarded *Best Experience, Public's Favorite*  
Game Design, Graphics, Programming (Unity)