



# JORDAN CLEMENT

## Game Designer

« *Playing games is fun ... but developing games is amazing!* »

### INFOS & CONTACT



26 years old



[www.jordanclement.fr](http://www.jordanclement.fr)



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French (native)  
English (academic)

### HOBBIES



Video games  
*Platformer 2D, RPG*



TV Series  
*Breaking Bad, Black Mirror*



Books  
*Lord of the Rings, A Song of Ice and Fire*



Beer & Friends

### REFEREES



Renaud Juvin  
Game Director - RyseUp Studios  
[renaud@ryseupstudios.com](mailto:renaud@ryseupstudios.com)



### EXPERIENCE

2018  
6 months

RyseUp Studios - Lyon (69)  
*Intern - Game Designer & Developer*

In charge of the development of a mobile Serious Game for Lyon 2 University.  
- Concept  
- Engine integration (Unity 3D)  
- Development (C#)  
- Technical documents writing

2013  
12 months

Alpa Laboratory - Bourgogne  
*Apprentice - Food Sampler*

In charge of the realisation of food samplings and quality/security audits in total autonomy.



### EDUCATION

2017 - 2019

E-artsup - Lyon (69)  
*Bachelor - Game & Creative Coding*

2015- 2017

Bellecour Ecole- Lyon (69)  
*Bachelor - Game Design*

2014

University Joseph Fourier - Grenoble (38)  
*Professional Degree - Food Safety (BAC +3)*



### COMPETENCES

 Unity 3D

- Development (C#)
- Integration
- Animation 2D (spritesheet, state machine)
- Audio Mixer
- User Interface
- Source Control (Collaborate)

 Unreal 4

- Prototyping (Blueprint)
- Integration
- Animation 2D (state machine)
- User Interface

And also ...

