

# Niels DERDERIAN


## Junior Technical Game Designer


Curious & self-learner, making games with Unreal Engine and 3D assets for 3 years. I'm aspiring to learn a lot from your company through this internship, as providing a robust workforce.


**Available from June to September 2024.**


**In 2025, I'll graduate with a Bachelor in Game Development from Bellecour Ecole and be ready for employment.**

 [linkedin.com/in/derderian-niels](https://www.linkedin.com/in/derderian-niels)

 <https://www.pimeine.com>

 Lyon (France)

 +33 6 64 84 03 19

 [n\\_derderian@stu-bellecour.fr](mailto:n_derderian@stu-bellecour.fr)

## Education

### Bellecour Ecole, Lyon

Bachelor Game Design  
2022 – Current

### Université Claude Bernard, Lyon

Physic Sciences  
2014 – 2020

### Université Jean Monnet, Saint-Étienne

Physic Sciences  
2013 - 2014

### Lycée St Exupéry, Lyon

Baccalaureate in economic and  
social sciences  
2010 – 2013

## Spoken Languages

- French (*Native*)
- English (*Fluent*)

## Soft Skills

- Flexibility
- Proactive
- Problem Solver
- Stress Resistant
- Decision Making
- Continuous Learning

## Hard Skills

- Game Engine (*Unreal Engine & Unity*)
- 3D Modelling (*Blender*)
- Game Design Principles
- Detailed Documentations (*Office Suite*)
- Mobile Game Development

## Projects

### Project Titan

**Artstation Collaborative Art Jam** | March – June 2024

Team Size: 3500+, Unreal 5 Open World

- **Level Design** of small regions in collaboration with other level designer
- Learning to use **Perforce**

### The Raven's Choir

**2<sup>nd</sup> Year** | December 2023 – February 2024

Team Size: 4, modular Unreal 5

- Modelling **3D** building exteriors
- **Visual Scripting** of Gameplay Elements
- **Optimisations** with Instanced Static Meshes, Textures atlas and Trimsheet

### Devil Worship Hotel

**1<sup>st</sup> Year** | April – June 2023

Team Size: 4, modular Unreal 5

- Modelling **3D** interior assets with seamless textures
- Drawing and Implementation of the **Level Design**
- Detailed **Level Design Documentation**

### Maze Mart

**Self-Employed** | June 2021 – August 2022

- **Documentations, 3D Modelling, Level Design, Marketing** of the final product
- Made with Unreal Engine 4 & Blueprint Visual Scripting
- Released on **Steam** with hundreds of units sold

## Professional Experiences

**Elementary & Kindergarten School Supervisor** | September 2021 – January 2023

Organized activities to entertain the children and assisted them with their homework.

**Elementary School, Administrative job** | September 2021

Managing the inscription of kids to school cafeteria, and extracurricular activities.

**Veolia & Eau du Grand Lyon, Administrative job** | Summers 2014, 2016, 2019

Managing years of data in the Water Plants archives and digitized them. Added data inside their Geographic Information System (GIS).

## Interests

Astronomy, Fluid Mechanic, Mixology, Anime and Game Jams.