

FLAVIEN CASTON

GAME DESIGNER STUDENT / GAME DEVELOPER

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[flaviencaston.fr](https://www.flaviencaston.fr)



Experience

- Nov 2015 - Present
Game Designer, Programmer
Independant
Development of a free-to-play mobile game planned for 2016.
- Jan 2016 - Jan 2016
Game Designer, Programmer
Global Game Jam 2016
Development of the mobile game "Ascender" in 48h, available on the Google Play Store.
- Oct 2015 - Oct 2015
Game Designer, Programmer
Blend Game Jam 2015
Development of the mobile game "Dethunder" in 24h, available on the Google Play Store.
- Mar 2015 - Jul 2015
Game Designer, Programmer
Bellecour École
Development of the game "Teazone" for my 1st grade.
- Jul 2015 - Jul 2015
Game Designer, Programmer, Community Manager
Hits PlayJam 2015
Development of the game "Maxwell's Fiction" in 48h for an online game jam.
- Apr 2015 - Apr 2015
Game Designer, Programmer
Japan Touch Haru 2015
Development of the game "Beta Lab" in 16h for an online game jam.

Education

- 2014 - 2017
Bachelor Degree Game Design
Bellecour École - Lyon
Game Design, Level Design, Middleware, Programming, 3D and 2D Arts, English, Interactive Story Telling, Boardgame
- 2011 - 2014
BAC Science and Technology Industry of the Sustainable Development
Lycée les Catalins - Montélimar
Main subject: Digital Information System

Activities

Video Games, Game Development, Programming, Web Design, Music, Cinema, Travel, Literature

Skills

- Rational Game Design
- Unity 5
- Programming
- Unreal Engine 4
- Adobe Suite

Languages

French - Mother tongue

English - Professionals skills

Awards

Blend Game Jam

Blend Web Mix jury award for Dethunder, 24h game jam

Hits PlayJam 2015

Gamekult audience award for Maxwell's Fiction, 48h game jam

Portfolio

