

Karl Fayeton

Game Designer



Birth: October 19th 1987
in Conflans Ste Honorine (France).

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Speaks



Basics



Website

<http://karlfayeton.fr>

Skills



I know how to work in a team. I can communicate with **both** artists and technicians very easily.



I am an **enthusiast** and organized person, trained with GTD and SCRUM. I have an earnest and direct personality.



I am focused on the player's *flow*, with a very strong knowledge in gameplay mechanisms, finding what makes a game *fun to play*.



I can make **crystal-clear**, well-structured and communicative documents.



I work on game balancing and playtests in order to make the best **user experience**.



I have a very good ability to **analyse** movies, games, music and literature.



I am competent with programming and scripting in C#, HTML, Javascript, Lua...



I worked on full-scale projects with game engines like CryEngine 3, GameMaker, UDK, and Unity3D.

Jobs

Baptême du Jeu association Montpellier

Game Design Intern Montpellier

Prototyping a HTML5 core gamer geolocalized MMO on smartphones and web browsers.



Game Design Intern Avignon

Prototyping an E-Learning / Serious Game web platform for the red wine enthusiasts market.



I like

Unity3D	Apple iWork
Adobe Creative Suite	Microsoft Office
Cinema4D	Sublime Text
Google Documents	Sketch
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Biking	Table tennis
Swimming	Badminton

School education

2013

Unity3D training Lille

2012



Master's Degree
ENJMIN
Game Design

Angoulême

2011

2010

First year Master
Arts du Spectacle

Poitiers

2009



Bachelor's Degree
Arts du Spectacle
Cinema analysis

2008

2007

Poitiers

2006

École Supérieure de l'Image
first year

Poitiers

2005



Baccalauréat scientifique
European Section, German

Avignon