

SACHA YERLE

Technical Game Designer



Website



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Linkedin

Always farming experience :)



Experience

2020 - 2020 : Professionals Projects (2)

2020 **Studio Muybridge Internship, Montpellier**
Training applications to use a VR app with network multi-user.
Game Design, Programming, UX.

2019/20 **Tisseo Tram Simulator**
Serious Game about prevention and tramway's dangers, group of 5
Game design, Programming, UI, UX.



Death Live

2017 - 2020 : Student projects (4)

2019/20 **Death Live**
Rail shooter on Arcade with a custom Arduino Controller, groupe of 7,
Game Design, Programming, UX, UI animation.

2019 **Radius Champions,**
Race game in vocal, group of 5,
Game Design, Programming, UX.

2018/19 **Florescence,**
Die and retry 2d Platformer, group of 3.
Game Design, Level design, Programming, Sound Design.



Florescence

2017 - 2020 : Game jams (7)

2020 **Candy Cart,**
ETPA Local Game Jam.
30 hours jam with the theme « cart ». Arcade/Harvest game.

2020 **Redneck Ambulance Derby,**
Global Game Jam at Toulouse, France.
Race coop game about repairing an injured guy while driving at full speed.

2019 **A612,**
Game Jam Game Pratic at Montpellier, France.
Contemplative and exploration game about StExupery's life.



Recalled



Redneck Ambulance

Education and Softs.

2019 **Driving License.**

2017/20 **ETPA's bachelor**
in Game Design, Toulouse.

2017 **French Baccalaureate**
Technical Sciences in
laboratory

Game Engine

Unity, Unreal, Shiva, Phaser.

Managment

Monday, Hack'n'Plan, Trello.

Graphism

Photoshop, illustrator, SpriteLamp,
Substance Designer, 3DS max.

ACCEPT

DECLINE