

LOOKING FOR A JOB AS VFX ARTIST



TCHENG Theo

- 22 years old
- Class C
- Lyon

CONTACT

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- <https://www.theotcheng.com/>
- <https://makidz.artstation.com/>

SKILLS

GAME DESIGN

- Intention
- 3C
- Rational Game Design
- Game Balancing
- Signs & Feedbacks
- Game Design Documents

VFX

- Drawing / Photoshop
- Shaders
- Timings
- Readability
- 2D / 3D
- Animations

LANGUAGES

FRENCH
Native

ENGLISH
B2

INTERESTS

- Video Games (MMO, RPG, MOBA, FPS, Platformer, Narrative...)
- Aikido (1 year)
- Handball (7 years)
- Drawing (makidz.artstation.com)
- Guitar (self-educated)
- Animations Movies
- Mangas

EDUCATIONS

BELLECOUR ECOLE

GAME DESIGN
BACHELOR DEGREE (2017-2020)

- Studies of Game Design fundamental (Balancing, Rational Game Design, System/Economy Design)
- Initiation to QA, Level Design, management, Storytelling, Sound Design

EDOUARD BRANLY

A-LEVEL STI2D (2012 - 2015)

- Specialized in architecture and building

PROFESSIONAL EXPERIENCES

OKYO Games

CO-FUNDER (2018)

- Founded after the success of Neon Beats
Link : <http://okyogames.com/>

Million Victories

VFX ARTIST (Avril 2020 - 3 months)

- VFX Reworked and conception of new visual
- Optimization of the VFX implementation (scripting)
- Creation of shaders (scripting)
- Creation of evolutif VFX (scripting)

PROJECTS



NEON BEATS (Finalist «Best Student Game» - IGF 2020)

GAME DESIGNER - VFX & UI ARTIST - QA - ART DIRECTOR

Link : <https://www.theotcheng.com/neon-beats>

- Design, mechanics, gameplay
- DA, VFX, UI, QA

September 2018
Today

- Logo conception. In charge of the marketing communication
- 145e best rated game on Steam
- DLC «A Beat Further» released



TOWER'UP

GAME DESIGNER - VFX & UI ARTIST - ART DIRECTOR

Link : <https://www.theotcheng.com/tower-up>

- Design, mecanics, gameplay, balancing
- DA, moodboards, mock-ups, UI, VFX

March 2019
2 months



SWARM

GAME DESIGNER - VFX & UI & ENVIRONMENT ARTIST - QA - ART DIRECTOR

Link : <https://www.theotcheng.com/impulse>

- Design, mecanics, gameplay, balancing
- DA, moodboards, mock-ups, VFX, QA

October 2019
6 months

- Logo conception. In charge of the marketing communication



ENIGM HACKER'S

GAME DESIGNER - VISUAL ARTIST - ART DIRECTOR

Liens : <https://www.theotcheng.com/enigm-hackers>

- Design, gameplay, balancing
- DA, mock-ups, concept visuals

September 2017
6 months

- Logo Conception

SOFTWARES



ADOBE PHOTOSHOP



AUTODESK MAYA



ADOBE ILLUSTRATOR



UNITY 3D



GITLAB



BITRIX24



ADOBE PREMIERE PRO



SOURCETREE



HANSOFT