



CHARLERY DYLAN

TECHNICAL GAME DESIGNER & QA JUNIOR

CONTACT ME

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Dylan CHARLERY

EDUCATION

GAMESUP

GAME DESIGN BACHELOR
2020 - 2024

RENÉ CASSIN HIGH SCHOOL

STMG GRADUATE MARKETING OPTION
2014 - 2016

LANGUAGES

FRENCH

Native



ENGLISH

Shcool level



HOBBIES

VIDEO GAMES

MOBA, Competitive FPS, Rocket League

MUSIC

Rap, Funk, Classic, Jazz

ABOUT ME

Dylan Charlery, STMG graduate with a passion for video games and diverse artistic pursuits. Fueled by a love for programming instilled by my IT-professional father, I aspire to be a Technical Game Designer. Eager to contribute creativity, technical expertise, and industry knowledge to innovative projects, I

EXPERIENCES



MR CHAUSSETTE

Tech Designer & QA

January - June 2024

- Camera
- BT Enemies
- Bug Tracking
- Bug Fixing



RIBBIT

Tech Designer & QA

May - June 2023

- Camera
- Player Movement
- Inventory
- Bug Tracking
- Bug Fixing



FIGHTMARE

Tech Designer & QA

February 2023

- Camera
- Player Movement
- UI
- Bug Tracking
- Bug Fixing

SKILLS

PROTOTYPAGE

- Blueprints
- C#

GAME DESIGN

- Game Concept
- GDD
- Mockup

VERSIONING

- GitHub
- SVN

BUG TRACKING

- Mantis

