



AJAX

DESHAYES--HUET
GAME DESIGNER



23 years old



Paris · Open to relocation



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ajax.zone47.com



RawHeart

SKILLS

Engines & Tools

Unity, Godot, Git,
Photoshop, Audacity,
Premiere Pro, DaVinci
Resolve, Blender, Figma

Programming languages

C#, C, C++, GDScript,
Python

Specialties

Game designer, UI/UX
designer, Video editing

Languages

English C1

INTERESTS

- 🎬 Audiovisual
- 🎮 Video games
- 🎨 Graphic design
- 🚴 Cycling
- 🎨 Art and culture

Master's student (M2 AMINJ) looking for an **internship** of at least 20 weeks, starting 1 February 2027.

FEATURED GAME PROJECTS

CLASSLAB - SERIOUS GAME

Duration 2 months 2026 **Role:** Game designer, Developer, Narrative designer, Cinematic staging, Web dashboard **Engine:** Unity **Team:** 5

Visual novel in 3D with branching paths, made for UNIMINUTO university (Colombia) to prepare future teachers for difficult situations.

KEYZARD (ITCH.IO PAGE)

Duration 2 months 2026 **Role:** Game designer, Developer, UI/UX designer **Engine:** Unity **Team:** 6

An **action game** based on **keyboard typing**: the player explores a dungeon and fights by typing spell names.

BLOOD SWORD

Duration 1 month 2026 **Engine:** Unity **Team:** 1

A **first-person** game inspired by **Sekiro**, where the player swings a sword by moving the mouse.

WORK EXPERIENCE

FULL-STACK DEVELOPER INTERN – ISAGRI

Duration 3 months (2025)

- Developed a **REST API** in **C#**, **.NET Core**
- Designed and built a **back-office** and a front-office (**Angular**)
- Project management using **Agile methodology**, including **functional and technical analysis**

BUSINESS WIKI TOOLING INTERN (MBDA)

Duration 2 months (2024)

- Implemented **semantic** extensions and optimised the search **tables**
- **Migration** of the wiki to **Docker** and writing of a **user guide**
- Analysis and improvement of the **user experience (UX)**

EDUCATION

2025-2027: Master 2 Audiovisual, Interactive Digital Media and Games (AMINJ)

2025: Bachelor in Computer Science (BUT)

track: data administration, management and exploitation

2021: French Baccalaureate (mathematics and computer science), with honours