



HECTOR RAMEAU

Junior Game Designer

<https://hectorrameau-gamedesigner.fr>

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19 october 2003 (France)

Lyon, France

French, English

ABOUT ME

Hi ! I'm Hector, a junior game designer with a passion to create engaging experience for players.

I have a quirk to give critical feedback from concept to completion.

I am looking for opportunities leverage and improve my skills and contribute to the success of your games.

SKILLS

= some experience

LANGUAGES

C#

HTML

CSS

ENGINES

UNITY

UE5

Godot

SOFTWARES

VSCode

Aseprite

Blender

Google Workplace

Office 365

Procreate

Adobe Illustrator

Github

EDUCATION

BRASSART

2021 - 2025 | Toulouse, France
Bachelor in Game Design

ECOLE DE CONDÉ

2020 - 2021 | Toulouse, France
Prep school in illustration

ARCHITECTURE INTERNSHIP

2017 | Aumale, France
Preparing of administrative and physical documentations

EXPERIENCE

BANDAI
NAMCO

GAME EVALUATION SERVICE ASSISTANT

2025 - 2026 | Bandai Namco | Toulouse, France

As a game evaluation service assistant I provided support and assistance in the evaluation and testing of video games, for in house productions and publishing opportunities.

DIGITALIZATION OF AERONAUTICS MANUALS

summer of 2022 | Be-Air | Toulouse, France

I helped Be-Air in the process of digitizing a dozen of aeronautics manuals, copying, layout, and rechecking each manuals.

PROJECTS

DATAMASS (school project)

DATAMASS a RTS inspired by game like Planetary Annihilation : Titans and Total Annihilation, and is playable online thanks to the coherence plugin. Within the game there is a simple game map editor

This is was an end of School Personal Project which was advanced but could not be completed due to time limit.

DARKEST NIGHT (school project)

The Darkest Night is a horror arcade game.
The player's goal is to, get as many points as possible.

The game was made as an end of year Solo Project, in about 2 weeks of work.

PENITENCE (school project)

Embark on a journey of penance to absolve yourself of your future or past sins. Explore the ignorance of adolescence as you discover the world and its civilizations. Form relationships and shape your ideals and skills through your words and actions.

The game was made as an end of school Group Project, as a team of 3.

Explore more of my projects on my website :
hectorrameau-gamedesigner.fr

LET'S MOVE FORWARD TOGETHER !