

# Antonin Deudon

Indie game developer

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## Employment

**Dys** 2023 - 2024

Friday Afternoons

Lead programmer on the vertical slice of this new studio's first project.

**Rendez-Vous** 2023

Splashteam

Early months of development of this new management game from the team who made Tinykin.

**Blue Bird's Song** 2023

Purple Meadows

Help finishing the vertical slice of this interactive fiction game.

**FlatEye** 2022

Monkey Moon

Completing the dev team for the end of production. A narrative management game, FlatEye deals with the impact of technology on our lives.

**The Merlies** 2021

Darjeeling

Development of the vertical slice in Unity. Adventure game based on exploration and building your own village of cute birdies.

**Iris and the Giant** 2020

Goblinz Studio

Porting and completing an early version of the game from Adobe Air to Unity. Card game / roguelike set in the mind of a young girl who must brave her fears in her imaginary world.

**Seeds of Resilience** 2013 - 2019

Subtle Games

Complete creation of the Seeds of Resilience game with my own studio. Village-building game with a strong ecological message. Unity development, game design, project management.

## Education

**Master's degree in software engineering** Aug 2010

IFSIC, Rennes

**Bachelor's degree in computer science** Jun 2008

IFSIC, Rennes

**Two year degree in computer science** Jun 2007

UBS, Vannes

## Languages

French: native

English: fluent

## References

**Laurent Victorino**

Monkey Moon

lvictorino@monkeymoon.net

**Damien Mayance**

Pixelnest / TyGAMES

dam@pixelnest.io

**Johann Verbroucht**

Goblinz Studio

johann@goblinzstudio.com

**Yannick Elahee**

Metagether, Toulouse