Antonin Deudon

Indie game developer

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Employment

Blocksmog   2024
Friday Afternoons
Augmented reality app, based on a mural by French artist Guillaumit, including several mini-games to raise awareness about air pollution.

Exogate Initiative   2024
Xeno Bits
Star gate simulation game. Development for the end of the production.

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
IFSIC, Rennes
Aug 2010

Bachelor's degree in computer science
IFSIC, Rennes
Jun 2008

Two year degree in computer science
UBS, Vannes
Jun 2007

Languages

French: native

English: fluent

References

Laurent Victorino
Monkey Moon
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Damien Mayance
Pixelnest / TyGAMES
dam@pixelnest.io

Johann Verbroucht
Goblinz Studio
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Yannick Elahee
Metagether, Toulouse