



# BRICE CAPRO-PLACIDE

GAME & UI/UX DESIGNER

## CONTACT

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- Location: Villeurbanne

## SKILLS

- Game Design
- UI Design
- Level Design
- UX Design
- French (Native)
- English (Fluent)

## SOFT SKILLS

- Problem Solving
- Communication
- Teamwork
- Time Management
- Creativity
- Collective sense

## HOBBIES

- Tabletop RPG
- Drawing
- Trading Card Games
- Rollerblading

## SOFTWARE



## EXPERIENCE

### PARAXIAL

GRADUATION PROJECT | UNREAL ENGINE | 2022-2023

Survival-Horror TPS inspired by the Backrooms. Graduate project at Bellecour École

- UI / UX Design
- Game Design
- Quality Assurance

### Endless Playground

UNITY | 2022

Pixel art rogue-like, second year project at Bellecour École

- UI / UX Design
- Game Design
- 2D Artist (Pixel Art)

### Petrol Boy

UNREAL ENGINE | 2022

3D Puzzle/Platforming, second year project at Bellecour École

- Game Design
- 3D & VFX Artist (Voxel)

## EDUCATION

BELLECOUR ÉCOLE

Lyon

BACHELOR 3 GAME DESIGN  
2020 - CURRENT

CFA SCHOELCHER

Martinique

HIGHER NATIONAL DIPLOMA  
2017 - 2019

BELLECOUR ÉCOLE

Lyon

PREPARATORY CLASS  
2019 - 2020