

# Remi Lys - DEVELOPER & GAME DESIGNER

04/17/1986 - 29 - French

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Portfolio : [www.lys-online.eu](http://www.lys-online.eu) - LinkedIn : [www.linkedin.com/pub/remi-lys](http://www.linkedin.com/pub/remi-lys)



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## Skills :

*Development* : C#, Javascript, HTML5, CSS, XML, JSON

*Tools* : Unity, Visual Studio, MonoDevelop, Xcode, [SourceTree \(Git\)](#), [Photoshop](#), Spine

*Fields* : Development, Game Design, [UX/UI](#), Project management, SCRUM

*Languages* : [English \(Fluent\) - Written, Spoken](#) | French - Mother tongue

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## Experience :

March 2015 - Today : [3D Developer](#), *Serious Factory*

**E-learning solutions development** (Unity / HTML)

- ❖ *Virtual Training Suite* - Conception, Development, Integration
- ❖ *Samorail* - Development, Integration, GUI Animation
- ❖ *Other 2D and 3D projects* - Development, Project management

September 2012 - November 2014 : [Co-Founder](#), *SillyCat Studio*

**Mobile games development with Unity** (Unity)

- ❖ *Poker Cats* - Game Design, UX/UI, Development, 2D Animation, Publication (iOS/Android)
- ❖ *GrimWar* - Game Design, UX/UI, Development, Integration

November 2011 - June 2012 : [Unity Developer](#), *Graduation project*

**Tablet game development with Unity** (Unity)

- ❖ *Duel Screen* - Game Design, UX/UI, Development, Project management

August 2011 - November 2011 : [Unity Developer - intern](#), *Serious Factory*

**Game design and development for serious games and configurators** (Unity)

- ❖ *Medusims* - Game Design and documentation (GDD, UX/UI)
- ❖ *Anaïk 3D Configurator* - Development

March 2011 - June 2011 : [Associate Producer - intern](#), *Lillo*

**Flash games development for the company website** (Flash)

- ❖ *Flash mini-games* : Development (AS3), client-server communication (AS3/PHP), Project management

November 2009 - May 2010 : [Customer Support Representative - stage](#), *Ankama*

**Answering and helping customers**

- ❖ *Dofus / Wakfu* : Dealing with the various customer issues, helping QA service, applying the Terms of Use

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## Degrees :

2012 - [Game Design & Programming degree](#), ISART Digital, Paris

2008 - [Law degree](#), Université du Droit et de la Santé, Lille

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## Hobbies :

Videogames, Board games, Role playing games, Reading (Science-fiction, Fantasy, Anticipation), Movies and TV Shows (Science-fiction, Historical, Animation, Fantastic).