








MATHIEU CABOT GAME DESIGNER

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Valenciennes-Rennes-Orléans | FRANCE



Seeking a **6-month internship** starting
July 3, 2025

EDUCATION

-  2023 - 2025
Master's degree | RUBIKA Supinfogame
Game Director, Design & Management
-  2019 - 2022
Bachelor's degree | ESMA Rennes
Game Design, Production & Art
-  2018 - 2019
PREPA Creative | ESAD Orléans
Intensive preparatory school in Art
-  2016 - 2018
Baccalaureate of Commerce | Orléans
Management, business, sales, law & finance
-  2016 - 2017
BEP Customer Relations | Orléans
Customer relations, business creation & services

SOFTWARES



INTERESTS & HOBBIES

Passion Explorer

Continuously diving into new passions, from solving Rubik's cubes and exploring high-tech to playing board games.

Avid Gamer

I enjoy playing video games like Bioshock, Project Zomboid, Outer Wilds, Detroit: Become Human, Crusader Kings 3, and Return of the Obra Dinn.

Environmentally Conscious

I consider the environmental impact in every decision I make, opting for second-hand purchases, avoiding daily car use, and not eating out-of-season food.

Social Enthusiast

To relax and unwind, I enjoy good times with friends and a beer in hand. I thrive in collaborative environments, whether it's a game night or a creative project.

WORK EXPERIENCES

Jun 2024 - Sept 2024 | 4 months
 **Internship GD | Maracas Studio** 

Game design, Level Design, Balancing, playtest

As a game designer, I have worked on two projects, respecting client constraints, planning playtests, documenting design processes and creating levels.

July 2024 - now
 **Studio Creation | OPAQUE Studio**


Producing, Creative Direction, Game Design

Together with friends, we formed a team to create video games and establish our own studio, embarking on an exciting adventure alongside our professional careers.

2022 - 2023 | 1 year
 **QA Tester volunteer | Ubisoft AnneeY** 

Playtest, Providing Feedback


As a tester for an unannounced game called «Project U», I provided feedback, suggested improvements, and authored detailed playtest reports.

2022 - 2023 | 1 year
 **Freelance 3D Artist | Fiverr**

3D modeling, Texturing, Integration

I have leveraged my 3D artist skills, specializing in hard surface modeling, on the freelance platform Fiverr, delivering high quality work to a diverse range of clients.

OTHER PROJECTS

2024 | 6 months (6 persons)
HUBCAP fanatic | Steam released game 

Conception, Game design, Art Direction, 3D, UI

A Vampire Survivor like, with a car character in a post apocalyptic world. Student project at Rubika Supinfogame.

2023 | 2 weeks (4 persons)
Castaway | Collaboration with Michaël Stora 

Creative Vision, Producing, Game Design, Business plan

An interactive narrative adventure game designed to treat depression, commissioned by French psychoanalyst Michaël Stora.

2021 | 4 months (7 persons)
The Harrel's Manor | Cthulhu official license 

Creative Vision, Game Design, Producing, Art Direction

Blending real-time exploration and turn-based combat in a Cthulhu universe, Student project at ESMA Rennes.

SKILLS

Hard Skills

Game Design

UX Design & Research

Balancing

Level Design

Business Plan

Documentation

French - native

English - Professional

Soft Skills

Adaptability

Taking Step Back

Handling Stress

Communication

Resilience

Empathy

Teamwork