Camille LABORDERIE
JUNIOR GAME DESIGNER

I'm a junior Game Designer looking for an internship in a small game development studio. When designing a game, I like to fully explore a set of mechanics and create a coherent experience around them. On a side note, I enjoy the development of challenging shaders.

Proactive · Quick-Learner · Cheerful

EDUCATION

- Game Design Bachelor
  Bellecour Ecole, 2025
- Microelectronics Bachelor
  UGA Grenoble, 2017
- Materials Chemistry Bachelor
  UGA Grenoble, 2016

SKILLS

- Game Design, System Design, Documentation and Presentation, Level Design
- Unreal Engine, Unity & Godot: Gameplay, Integration, Shaders & Tooling
- Blender: Blocking, Sculpting, Retopo, simple Rigging and Skinning, Animating

LANGUAGES

- Native French.
- Advanced English.

CONTACT

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- 🖥 www.k1000games.com
- 📍 Villeurbanne, France

EXPERIENCES

Technical Designer
Bosquet (Unity, WebGL)
Auto Battler Dungeon Crawler, 1 month, 2024
- 3Cs Design and Implementation
- Key Locations Desing and Implementation
- Portal and waterfall shader
- Dissect and Summarize the 2D animation pipeline

Technical Designer and Technical Artist
Wildlife Space Ranger (Unreal Engine, PC)
Puzzle and Exploration Game, 3 months, 2024
- Game Design: Macro Progression and Mechanics
- Tool: Level generator from blocking blocks
- Shaders: Toon shader and unlit with shadow shader
- Particles: wind, bubbles, and blooming flowers

Developer and Technical Artist
Die Totenturm (Unreal Engine, VR)
Exploration Game, 2 months, 2024
- Level Design: Fully walkable VR world using non-euclidean levels
- Development: VR application on Unreal Engine
- Shaders: Seamless Portal based on vectorial calculation
- Tooling: Automatically set up new non-euclidean space.

Waiter and Barman
Playground, Rillieux-la-Pape, May 2022 - present
- Welcome and inform clients about club activities
- Take, serve, and cash orders from clients
- Clean and Maintain bar, restroom, court, and locker room

Microelectronics R&D Chemist
STMicroelectronic and SOITEC, Bernin, 2016 - 2021
- Development and Prototyping of substrates for 5G filters
- Study and Model nano-topography surface before hybrid bonding
- Synthesize and Format ideas and results for presentation

Speleologist
France, 2010 - present
- Explore and equip the caves of the Tournette massif
- Cartograph and protect the discovered caves and concretion