



# Skander A. G. Aghilone

Game Designer

## About me

I'm a 26 year old game designer who loves people and games. I'm the healthy mix of a nerd and a dreamer with a pinch of glitter.

## Contact Me

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## Languages

**French** • Mother tongue (C2)

**Italian** • Mother tongue (C2)

**English** • Fluent (C1/C2)

**Arabic** • Tunisian Dialect (B2)

## Interests

Video games  
Performing  
Makeup

Informative books  
Karaoke  
Music

## Skills

- **GAME DESIGN and LEVEL DESIGN**
  - On Unity, Godot, and Unreal Engine 5
  - Fun and serious games
  - Multiple game jams
  - Mixed reality
- **PROGRAMMING and SOFTWARE**
  - Java, Python, C#, SQL, HTML, CSS, Javascript, Typescript, XML, Angular
  - Front-end dev.
  - Visual studio, Microsoft Office, Photoshop, Illustrator, Gedit
- **TEAMWORK and COMMUNICATION**
  - SCRUM method
  - Managing teams

## Education

- 2020-2022 *INUC Albi*  
AMINJ Masters degree
  - Game design and dev.
  - Internship at Eugen Systems as a level builder
- 2018-2020 *Université Toulouse 3*  
Computer Science degree
- 2016-2018 *IUT Blagnac*  
Computer Science Technical diploma

## Work Experience

- **Research and Development Engineer**  
*Magellium* | 2022-2024
  - Dev. of data management software in Python
  - Front-end dev. of cadastral management website