

Non contractual photo



François PROVANSAL

Veteran video game developer

15 years of experience, more than 85 video games made

Game Design teacher

Paul Sabatier University (Toulouse)
e-artsup school (Toulouse)

GAMIFICATION Expert

graduated from Wharton University (Pennsylvania)

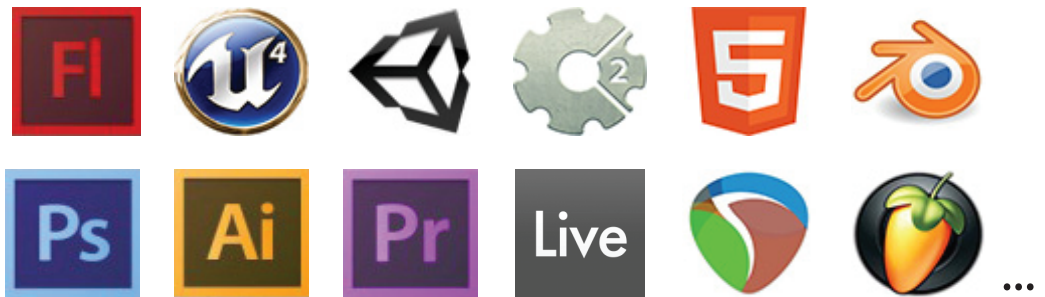
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Creative - Innovative - Passionate - Always learning - Easy contact - Good level in english

KNOWLEDGE



COMPETENCES

Project head	Game Design	Coding
Graphics	3D Modeling	Motion Design
Sound Design	Music	
Teacher	Former	Speaker

EXPERIENCES

Gamification, Serious Game, Advertising Game,

Web Game, Phone Game, Casual Game, Social Game, Portal Game, Free2Play, 2D, 3D, VR

beat them all, shoot them up, puzzle game, platform, memory, jigsaw, bowling, soccer, pinball, breakout, rogue like, fight, mahjong, runner, adventure, physics, reflexion, breeding, racing, RPG, Bloons, Zuma, Luxor, Puzzle Bubble, Diabolo, Zelda..

AJK, Proludic, ENAC, Ed Dupuis, Mediastay, Aesia, GratKado, Nohuman-studio, Jevida, TF1, Ja Games, Tech'n'Smile...



PORTFOLIO
www.lotusgame.com/portfolio/