MICKAEL STARANTINO

ENVIRONMENT ARTIST I GAME DESIGNER



CONTACT

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PROFILE

Versatile in the fields of Game Design, Level Design and 3D.
I have acquired the knowledge to create unique experiences, to work as a team through technical and graphical domains that make up video games.

In spare times I love to listen podcast, read books about design of all kinds, travel and visit interesting places around the world and gather references for the environment I create in games.

SKILLS

PROFESSIONAL

- Environment Artist
- Props Artist
- Game Design
- Level Design
- 2D I UI Design

EDUCATION

GAME DESIGN BACHELOR

- ETPA Toulouse
- Game design
- 2017 - 2020

ENGLISH LICENCE

- Jean jaures Toulouse
- English
- 2014 - 2017

BAC - ASSISTANT ARCHITECT

- Leonard De Vinci Montpellier
- Architecture
- 2011 - 2013

EXPERIENCE

CHILHOODDREAM - 2020

Intern - 29/09 to 29/11
The crystal raiders tales - PC
Game design

AIKANT - 2020

School project - 7 Students
Tactical - Tablet & Mobile
Game design, Environment & UI Artist

CANDY CART - 2020

Winner Jam ETPA - 5 Students
Arcade Game - Tablet & Mobile
Game design I Environment & UI Artist

REPEL - 2019

School project - 5 Students
Boss Fight - Tablet & Mobile
Game design I Graphism

A612 - 2019

Game Pratic - 5 Students
Interactive fiction - PC
Game design I Graphism

DODGEO - 2018

School project - 2 Students
Arcade Game - PC
Game design I Graphism

SOFTWARES

unity
UNREAL ENGINE
ZBRUSH
AUTODESK 3DS MAX
SUBSTANCE DESIGNER
SUBSTANCE PAINTER
Ps
Ae
Ai

LANGUAGES

FRENCH Native
ENGLISH Fluent

HOBBIES

Video game
Art & Design
Special effect
Movies
Travel
Board game