

Oleksandr Ilyukhin

Game Designer - Level Designer

Personal Data

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 Avenue Félix Faure, 210
69003 Lyon

 Ukranian

 Oleksandr Ilyukhin

Skills

Game conception ●●●●●

Level Design ●●●●●

Blender - Substance
Painter 3D - 3D max ●●●●●

Unity - Unreal Engine ●●●●●

C# - C++ ●●●●●

Languages

Russian ●●●●●

English ●●●●●

French ●●●●●

Ukranian ●●●●●

Japanese ●●●●●

Center of Interest

■ Aviation

■ 20th century history

Student in Gamedesign

Looking for internship. I can work for any project, for any duration. I will always find interesting solutions to make it interesting for me, so for targeted player.

Education

de 2020 à ce jour

Bachelor in Game Design
Bellecour Ecole, Lyon

de 2019 à 2020

Preparatory Class
Bellecour Ecole, Lyon

de sept. 2016 à juin
2019

Baccalaureat in Management & Gestion
Lycee Lacassagne, Lyon

Experience

FEELS

Graduation project

Speed For Life

Level design & art

CALLI

Level & unit design, asset art

Mutant Fall

Level design & art

Sunny Hop

Full Game

Mortal Tickler

Global Game Jam 2024

McDonalds

Parttime job