

Valère Cuche

Game & Level Designer

Portfolio



Valère Cuche

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valerecuche.fr

Looking for an **internship**

- Unreal Engine 5 (Blue Print) / Unity (C#)
- Miro / Figma
- French (native) / English (B2)
- Maya / Blender
- Krita / Illustrator
- Python / C# / C++

PROJECTS

Umélie's Instincts Game Jam video game

Game Design

Video game made during the **GMTK Game Jam 2024** in 4 days. With a team of **9 people**, we created an action game on **Unreal Engine 5** where the player influences the character by modifying the stat bars.



Tidy Chill Game Jam video game

Level Design / Game Design / 2D Art

Video game made during the **Chill Jam #2 Summer Edition** in 7 days. With a team of **2 people**, we created a puzzle game on **Unity** where the player has to pack their suitcases. **We finished 1st.**



To The Top School board game

Game Design / 2D Art

Board game made during a course at the **Ludomaker in Villetaneuse** in 5 days. With a team of **4 people**, we created a logic game with pawns.



MORE PROJECTS ON MY PORTFOLIO

STUDIES

2024 - 2025 - - - - **Professional Bachelor's degree in Game and Level Design** Sorbonne Nord, Paris

2023 - 2024 - - - - **Master's Degree in Game Design** ICAN, Paris

2022 - 2023 - - - - **Bachelor's Degree in Video Game Development** UQAC, Saguenay, Canada

2020 - 2022 - - - - **University Technology Diploma in Computer Science** IUT2, Grenoble, France

2015 - 2016 - - - - **Aeronautical Initiation Certificate** Air Pupils's School, Montbonnot, France

2007 - 2022 - - - - **Conservatory of Music, Percussion** Saint-Egreve, France

HOBBIES

I am a **percussionist** in the "Orchestre Nobis" and I play other instruments on the side, piano, guitar and banjo.

I also **draw** and do **3D modeling**, for example by participating in challenges like Inktober.