

# VINCENT RABATEL

// Assets integration  
// Game and level building  
// Additional art and animation

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## VIDEO GAMES

- 2022**    **TINY WORLD** 2D exploration and building game, still in pre-production
- Assets integration,
  - Level design & building
- 2021**    **LABYRINTH CITY** 2D labyrinth game for PC, consoles and mobiles
- Lead of the art team,
  - Assets integration, level design & building,
  - Animation and additional art
- 2018**    **HOMO MACHINA** 2D puzzle game, for mobile phones
- Lead of the art team,
  - Assets integration, level design & building,
  - Animation and additional art
- 2015**    **CALIFORNIUM** 3D first person puzzle game, for PC
- Assets integration and optimisation,
  - Level building,
  - Lighting & FX

## EXPERIMENTS

- 2021**    **COMEBACK - BRUSSELS**
- Interactive video mapping and art installation at the King's House in Brussels
- Interactivity and visual design,
  - Programming and electronic crafting
- 2019**    **VIDEO MAPPING FESTIVAL - LILLE**
- Interactive video mapping and art installation at the Old Stock Exchange in Lille
- Interactivity and visual design,
  - Programming
- 2015**    **WARP-01**
- VR experimental puzzle game, graduation project
- Modeling and texturing of 3D assets,
  - Level building and lighting

## EDUCATION

- 2011 > 2015**    **Game Art & Management** studies at **Supinfo**game (Valenciennes, France).
- 2010 > 2011**    Out of school year, travelling, self improvement and casual jobs.
- 2009 > 2010**    **Art studies** at **ARIES** (Grenoble, France).
- 2009**            Bachelor (french highschool diploma).