



MATHIEU CABOT

GAME & UX DESIGNER

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Valenciennes-Rennes-Orléans | FRANCE

Portfolio



Seeking a **6-month internship** starting **June, 2025**

EDUCATION



2023 - 2025
Master's degree | RUBIKA Supinfogame
Game Director, Design & Management



2019 - 2022
Bachelor's degree | ESMA Rennes
Game Design, Production & Art



2018 - 2019
PREPA Creative | ESAD Orléans
Intensive preparatory school in Art



2016 - 2018
Baccalaureate of Commerce | Orléans
Management, business, sales, law & finance



2016 - 2017
BEP Customer Relations | Orléans
Customer relations, business creation & services

SOFTWARES



Office suite



Adobe suite



Substance



Unity



Unreal Engine



Jira



3D5 Max



Machinations



Miro



Generative AI

INTERESTS & HOBBIES

Passion Explorer

Continuously diving into new passions, from solving Rubik's cubes and exploring high-tech to playing board games.

Avid Gamer

I enjoy playing video games like Bioshock, Project Zomboid, Outer Wilds, Detroit: Become Human, Crusader Kings 3, and Return of the Obra Dinn.

Environmentally Conscious

I consider the environmental impact in every decision I make, opting for second-hand purchases, avoiding daily car use, and not eating out-of-season food.

Social Enthusiast

To relax and unwind, I enjoy good times with friends and a beer in hand. I thrive in collaborative environments, whether it's a game night or a creative project.

WORK EXPERIENCES



Jun 2024 - Sept 2024 | 4 months
Internship GD | Maracas Studio [↗](#)
Game design, Level Design, Balancing, playtest

As a game designer, I have worked on two projects, respecting client constraints, planning playtests, documenting design processes and creating levels.



July 2024 - now
Studio Creation | OPAQUE Studio
Producing, Creative Direction, Game Design

Together with friends, we formed a team to create video games and establish our own studio, embarking on an exciting adventure alongside our professional careers.



2022 - 2023 | 1 year
QA Tester volunteer | Ubisoft AnneCY [↗](#)
Playtest, Providing Feedback

As a tester for an unannounced game called «Project U», I provided feedback, suggested improvements, and authored detailed playtest reports.

OTHER PROJECTS

2025 | 1 year (9 members)

12, Memory Lane | 5th year project

[↗](#)

System Design Puzzle Design, UX Design, Level Design, Producing

As an elderly man with Alzheimer's, navigate between reality and illusion using a memory journal and sticky notes to find his missing family.

2024 | 6 months (6 members)

HUBCAP fanatic | Steam released game

[↗](#)

Conception, Game Design, Art Direction, 3D, UI

A Vampire Survivor like, with a car character in a post apocalyptic world. Student project at Rubika Supinfogame.

2023 | 2 weeks (4 members)

Castaway | Collaboration with Michaël Stora

[↗](#)

Creative Vision, Producing, Game Design, Business plan

An interactive narrative adventure game designed to treat depression, commissioned by French psychoanalyst Michaël Stora.

2021 | 4 months (7 members)

The Harrel's Manor | Cthulhu official license

[↗](#)

Creative Vision, Game Design, Producing, Art Direction

Blending real-time exploration and turn-based combat in a Cthulhu universe, Student project at ESMA Rennes.

SKILLS

Hard Skills

Game Design

UX Design & Research

Balancing

Level Design

Business Plan

Documentation

French - native

English - Professional

Soft Skills

Logical

Taking Step Back

Handling Stress

Communication

Resilience

Empathy

Teamwork