

Loris Prestaux

Game Design student at HTW Berlin, I transitioned from a career in humanitarian project management to pursue my passion for innovative gameplay mechanics and thought-provoking storytelling. I am currently seeking an **internship starting in October 2026**.

Game Projects

C(H)ATFISH - GAME JAM (3 WEEKS)

Narrative-driven Interface Game

Gameplay Design - UI Programming - Unreal Engine

KOMOREBI

Meditative Contemplative Experience

Gameplay Design - Programming - Unreal Engine

GET A GRIP!

2D Dexterity Game

Gameplay Design - Programming - Unity

Education

HOCHSCHULE FÜR TECHNIK UND WIRTSCHAFT Berlin, Germany
SEP 2024 B.A. Game Design (De:Hive)
CURRENT

— Career transition from NGOs into Game Design —

IRIS SUP' Paris, France
SEP 2017 M.A. International Relations
JUN 2019 Major: International Humanitarian Programme Management

SCIENCES PO AIX Aix-en-Provence, France
SEP 2013 M.A. Political Science
JUN 2017 Major: Compared Military History, Geostrategy and Defence

Experience

FRIENDSHIP FRANCE Paris, France
MAR 2021 Project & Partnerships Officer
MAY 2023 Developed fundraising strategies and managed donor relationships
Managed international development projects funded by public and private donors

LA CHAÎNE DE L'ESPOIR Paris, France
MAR 2019 Internship
SEP 2019 Supported the logistical and strategic coordination of international medical missions.



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Skills

Unreal Engine 5
Unity
C#

Gameplay Design
Systems Design
Level Design
UI Design
Rapid Prototyping - Playtesting

Git
Perforce
Miro

Language Proficiency

French	NATIVE
English	FLUENT
German	PROFESSIONAL PROFICIENCY