

BENJAMIN AKEHAL--DAPONTE

- GAME/TECHNICAL DESIGNER -

Passionate Game Design student who loves tackling creative and technical challenges. I strive to create original and meaningful experiences, both independently and collaboratively. I aim to grow into a Technical Designer able to contribute to every stage of a game's production and solve any development challenge.

portfolio : <https://weave-studio.fr/projets>

Address: Brignoles 83170, France

Languages: French English

PROJECTS



benjamin-akehal-da-ponte

Kenshin neko

Video Game – UE5 / Solo project

One-month Unreal Engine platformer where players embody a samurai cat avenging his master.

Les contes de l'ouest

Board Game / Lead, Art Director, Systeme Designer / 4 peoples

An initiatory role-playing game set in the Wild West, designed for players aged 10 and up.

PROJECT : Humanize

Video Game – UE5 / Lead, Developper, Game designer / 3 peoples

A VR experience exploring an AI's representation of the emotions Serenity and Freedom.

Contacts

📞 +33 7 69 07 13 51

💻 weave-studio.fr

✉️ benjamin.akehal@gmail.com

EDUCATION

Bachelor's degree in Game Design

Brassart School – Aix-en-Provence,

France

2023 – 2026

General Baccalaureate with Honors

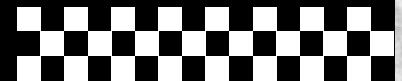
Maintenon High School – Hyères, France

2020 – 2023

Cambridge English First (Grade B – B2 Level)

Maintenon High School – Hyères, France

2022



SKILLS



Hard Skills

- Ideation and conceptualization of creative and original game concepts
- Prototyping using Unity, Unreal Engine, Github, C++ and C#.
- 3D modeling, texturing, and rigging using Blender and Substance Painter
- Project management and team coordination
- Presentation and graphics designs using the Adobe licence and canva
- AI prompting using Chat-GPT

Soft Skills

- Creativity and originality
- Passionate, Enthusiastic and spontaneous
- Professional and friendly communication
- Collaboration and teamwork

Tools

