

# 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,  
Developer, 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](mailto:weave-studio.fr)



[benjamin.akehal@gmail.com](mailto: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

