



Hugo Malatrait

Designer & Developer

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Experience

Crappy Birds

Sept. 21 - Present
Remote

Founder & CEO

Convivial and alluring online game, with a strong design emphasis on explorative platforming, social interactions and digital collectible ownership.

- Created compelling storytelling, IP and creative direction
- Established art directions for all disciplines (Concept, Environment, Character, Animation, UI, VFX)
- Developed tone, style and visuals
- Planned and coordinated work of the team, spoke with potential investors
- Authored and reviewed project documentation, pitch deck, game design document and game assets technical specification
- Commissioned artworks, negotiated cost and usage, oversaw completion of artworks
- Designed programmatically generated NFT collection
- Designed and developed the project landing page
- Set up automated CI/CD pipeline to build game client on Windows, MacOS and Linux
- Collaborated with a toy manufacturer to prototype and produce Crappy Birds figurines

TreeFi

Aug. 22 - Nov '22
Remote

Front-end Developer

- Collaborated with the client team to integrate their existing design into a functional application
- Implemented Web3 authentication and smart contract interactions.

Kryxivia

Jan. 22 - Feb. 22
Remote

Front-end Developer

- Collaborated with the client team to design and develop the minting and staking dApp.

GraphLinq

Jan. 21 - Dec. 21
Remote

Lead Front-end Engineer

- Designed and developed the MVP, which led to a successful fundraising
- Led, architected and participated in the design, development, testing and deployment of Interface, Analytics, Marketplace dApps and landing page
- Collaborated with a designer to wireframe, copywrite, and design the landing page.

Dofus Renderer

Jul. 20 - Jan. 22
Remote

Software Engineer

- Built an API to render and customize characters from an online game (Dofus Retro) on the web, used by fan-sites and private servers
- Reverse engineered and rewrote the game client's character rendering system (from ActionScript to Javascript)
- Developed tools to extract and convert game assets in a web ready format

Freelance

2020 - Present
Remote

Designer & Developer

Worked with various client from different industries to ideate, design and develop websites



Skills

Industry Knowledge

Front-end Design & Development

Wireframing / Prototyping

Graphic / Visual Design

User Interface Design

User Experience Design

On-page SEO

Off-page SEO

Technical SEO

Blockchain & Smart Contract

Design

Figma

Adobe Photoshop

Adobe Illustrator

Blender

Development

HTML, CSS

Javascript, Typescript

React.js, Next.js

Ethers.js

Storybook

Tailwind, MUI

NPM, Yarn

Node.js

CI/CD

Git

SQL, Redis



Languages

English

Professional

French

Native



Education

BAC - Sciences and Technologies of Design and Applied Arts

2013 - 2017

Saint-Joseph Highschool

Avignon, France