



Isaac MENARD

+337 83 92 81 01

menardisaac@gmail.com

isaacmenard.github.io

Kaggle profile

LinkedIn

LANGUAGES

- Professional English
- French native

INTERESTS

- **Climbing: Indoor Climbing** — practicing regularly for over 5 years.

EDUCATION

- Game Design School ISART Digital
- Master's Degree | 2021 - Today
 - **Data Analysis** specialization

ISART
DIGITAL

Data analyst

Game Design Master's student specialized in **data analysis** with a technical background in **Python** and **tool development**, seeking an **internship** or **apprenticeship**.

TECHNICAL SKILLS

Languages: Python, SQL, C#, JS

Data Analysis: Data structuring, performance analysis, scripting automation, machine learning

Visualization & Reporting: Power BI, Excel, Google Sheets

Communication: Technical writing (Medium articles), collaborative design

Tools: Git, PowerBI, Excel, Adobe

PROJECTS

KPI Analysis for a game 2024-Today 🧑‍🤝‍🧑 6

- **Designed, implemented, and analyzed** a gameplay **tracking system** to collect in-game data.
- Used **PowerBI** to visualize and interpret player behavior metrics, supporting data-driven design decisions.

ML Computer Vision - Flower Classifier 2025 🧑‍🤝‍🧑 1

- Developed a Python-based **machine learning model** on Kaggle to classify over 180 flower species from images, achieving **87% accuracy**.
- Applied computer vision techniques for preprocessing and model training using popular ML libraries.

Data Project - Patient Medication Prediction 2025 🧑‍🤝‍🧑 1

- Performed **data analysis** and **feature engineering** to build a Python model predicting medication based on patient symptoms like fever and temperature.

PROFESSIONAL EXPERIENCE



TECHNICAL DESIGNER LUDOTECH 2024

Embedded system programming.

- Designed and **balanced** gameplay systems using player behavior data and custom **tracking tools** to monitor **KPIs**
- Programmed in **Python** for a robotics project, applying logic in a real-world environment
- Collaborated with multidisciplinary teams using **Git** and **Excel** to support



TOOL DEVELOPER DADA! Animation 2022-2023

Led the Unity pipeline for tool development.

- Designed **tools** to support 3D artists by **optimizing** animation workflows and asset integration processes
- **Collaborated** with artists and developers, using Git for version control and implementing automated testing for tool reliability

Volunteering

Volunteer firefighter 2019-2023

Firefighter experience (200+ interventions, PSE1/PSE2) provided strong **problem-solving** and **communication skills** for supporting customers in **critical situations**.