

### Profile

- ▶ I'm a French Game & Level Designer with programming skillset and a passion for designing, prototyping and polishing game interactions and mechanics.
- ▶ My goal is to participate in the making of innovative, creative and varied games that try to push the medium forward and be able to always gain experience and progress as a designer.

### Education

- ▶ **2011 - 2016** : Supinfogame - Fifth year out of five in a Master's degree in Management & Game Design - Valenciennes - France
- ▶ **2011** : Bac ES Lycée Saint Gabriel - Vendée - France

### Main Experiences



#### **Absolver** (2016 - 2018)

absolver.com

##### **Game Design, Level Design, Prototyping (UE4) and tools creation**

**Studio : Sloclap, Paris, France. Published by Devolver**

- Design and Prototype of multiple 3 vs 3 PvP game modes
- Design of the coop procedural dungeons for the «Downfall» expansion
- Design of the balanced NPC distribution system
- Design of the End Game Prestige System
- Designed, blocked-out and polished 7 of the 13 world map zones and arenas
- Created a «Cartographer» web-based custom tool



#### **Anarcute** (2014 - 2016)

anarcute.com

##### **Game Design, Level Design and Programming (Unity)**

Worked on a **full game release** on Xbox & PC

**Co-Founded a video game studio**, part of the **ID@Xbox program**

**Various other projects:** see [gamaslab.com](http://gamaslab.com)

### Key Skills

- ▶ **Game Design**
- ▶ Game system design, implementation, and balancing
- ▶ Intuitive UI/UX design
- ▶ Visually focused design documentation
- ▶ Playtest conducting and iteration
- ▶ Single & Multiplayer Design Experiences
- ▶ **Level Design**
- ▶ Blockout, Building, 3D Mockups
- ▶ Combat encounter design
- ▶ Event scripting
- ▶ Rythm & Flow

### Software

- ▶ Unity (C#) & Unreal (BP)
- ▶ Photoshop, Illustrator
- ▶ Visual Studio, Blender
- ▶ Tortoise SVN, Jira
- ▶ Html, Css, JS, Php & Mysql
- ▶ Office & Google Docs

### Languages

- ▶ **French** : Mother tongue
- ▶ **English** : Fluent