MATHIEU LECLERCQ
Game & Level Designer

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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 – Master's degree in Management & Game Design
                 Valenciennes – France
► 2011 :   Bac ES Lycée Saint Gabriel – Vendée – France

Main Experiences

Stories One – Freelance *(2020 – 2021)*   *storiesone.com*

Game Design, Level Design, Prototyping (Unity)
Studio : Gabsee, Paris, France

Absolver *(2016 – 2018)*   *absolver.com*

Game Design, Level Design, Prototyping (UE4) and tools creation
Studio : Sloclap, Paris, France. Published by Devolver

Anarcute *(2014 – 2016)*   *anarcute.com*

Game Design, Level Design and Programmation (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*

Key Skills

► **Game Design**
► System design, implementation, 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, Git
► Html, Css, Javascript
► Php & Mysql

► Office & Google Docs

Languages

► French : Mother tongue

► English : Fluent