

PROFILE

As a Game Design and UX enthusiast, I am dedicated to creation, analysis and setting up of video games systems and mechanics for a **broad audience**. Consequently, my goal is to create game experiences with a focus on **accessibility**, ergonomics and game design elegance.

EXPERIENCE

July 2019 –
Current

Game Designer at Gameloft, Paris | Internship then full-time job

Projects: Innovative mobile prototypes



- Working on mobile innovative prototypes for casual target (tested on the market)
- Defining systems and mechanics from micro to meta gameplay
- Setting-up and balancing of the mechanics on the engine (Unity)

June 2018 –
Sept. 2018

Game Designer at Paladin Studios, The Hague | Internship

Project: mobile action-RPG game for an international publisher



- Working on a vertical slice for an AA mobile project for a publisher
- Setting-up of balancing tables for the RPG part of the game
- Elaboration of design documents for the publisher (players' journey, behavior documents...)

July 2017 –
Sept. 2017

Game Designer at Ankama, Roubaix | Internship

Projects: Drag'n'Boom & Undisclosed mobile action-RPG game based on Ankama universe



- Working on a prototype for a new Ankama mobile game
- Finding solutions about retention problematics on Drag'n'Boom
- Designing and balancing of the meta-gameplay on Drag'n'Boom

EDUCATION

2014 – 2019

Master's Degree in Game Direction | Supinfogame RUBIKA, Valenciennes

2013

High School Diploma | Lycée Faidherbe, Lille
Sciences studies and English European Section

SKILLS AND TOOLS

Key Skills

- Setting up of an experience with intentions and a specific target
- Creation and development of video game systems and mechanics
- Elaboration of game design documents and graphics
- Analysis, critical look and game design solutions
- Fast-prototyping
- Balancing and tweaking (documents and engine)



Unity



Google Sheet



C#



Photoshop

Languages

- English: fluent
- French: mother tongue

INTERESTS



Game Jams



Music composition



Theme parks



Comedies (Brooklyn 99, New Girl...)