



VINCENT VILLAUME



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WILLING TO RELOCATE



CREATIVE
ORGANISED
METICULOUS
AUTONOMOUS

R&D GAME DESIGNER

"I am a french Game designer focused on the experience and the quality of the game as a product. My personal goal is to collaborate with the best professionals to release the next top-grossing game."

LANGUAGES



STATUS

WORK EXPERIENCE

SEPTEMBER 2015 TODAY **2.8 YEARS**

GAME DESIGNER
GOODGAME STUDIOS - GERMANY

- Preproduction: Design standards, pipeline definitions.- Unity 5
- Production: Game / UX Design, Highly detailed documentation.
- Tools: World-map generator, Game data tool, Confluence enhancement, ...

MAY 2014 SEPTEMBER 2015 **1.5 YEARS**

R&D GAME DESIGNER / GAME DESIGNER
GAMELOFT AUCKLAND - NEW-ZEALAND

- Concept team: Design & code, about ten prototypes.- Unity 5
- Production: Game Design, Level design & documentation, 3 projects.
- Tool: Design & Full code- Used to balance Tycoon games data

AUGUST 2013 OCTOBER 2013 **3 MONTHS**

GAME & LEVEL DESIGNER
ARKALIS INTERACTIVE - ANDORRA

- Level design & building.- Unity 4, uScript, uSequencer
- External management on SFX & Music.
- UI design.

OCTOBER 2011 JULY 2013 **2 YEARS**

GAME DESIGN & CODE TEACHER
SUPINFOGAME - VALLENCIENNES - FRANCE

- Technical support on last year graduation projects.- Unity 3
- Evaluations of student projects
- Contest: Candidate interviews, test corrections.
- One week prototyping exercise supervision.

JUNE 2010 DECEMBER 2010 **6 MONTHS**

GAME DESIGNER & CODER
MXP4 - PARIS - FRANCE

- Game concepts & mock-ups for music social games destined to Facebook.
- Design & full code on the first rhythm game.

JUNE 2009 SEPTEMBER 2009 **3 MONTHS**

GAME DESIGNER
PRIZEE.COM- CLERMONT-FERRAND - FRANCE

- Writing the full game design document for an iPhone game.
- Coding the basis of a physics engine for Flash.- Haxe

SEPTEMBER 2007 SEPTEMBER 2008 **1 YEAR**

WEB & FLASH DEVELOPER
INTERNET EVOLUTION - CLERMONT-FERRAND - FRANCE

- Web design & Flash web application development

JULY 2006 SEPTEMBER 2007 **1 YEAR**

FLASH DEVELOPER
KARTOO- CLERMONT-FERRAND - FRANCE

- Flash game design and development & Flash software development,...

PERSONAL WORK

HALF-LIFE MOD 2 YEARS

- Worked on levels for STARGATE TC, between 2001 and 2003

SKILLS

GAME DESIGN

DESIGN
GAME MECHANICS & SYSTEMS
UX / FLOWS & MOCKUPS
BRAINSTORMING
PROTOTYPING
GAME LOOP
LEARNING CURVE

DOCUMENTATION
GAME CONCEPT
GAME DESIGN DOCUMENT
FLOWCHART...

FINE TUNING
PLAYTEST & DATA ANALYSIS

LEVEL DESIGN

DESIGN
MOCKUPS
BRAINSTORMING
LEVEL TIMELINE
WORKSHOP DESIGN
DIFFICULTY CURVE
FLOW

BUILDING
STRUCTURE : BLOCKING, OBJECTS
EVENTS & SEQUENCES
CODE & SCRIPTING

FINE TUNING
DEBUG & BALANCING

KEY SKILLS

GAME ENGINES

UNITY3D LVL 5

R&D | STARGATE SG1 : UNLEASHED EP2 | CONTRE-JOUR

UDK UNREAL EDITOR LVL 4

HIPOCAMPAL | MAPS GEARS OF WAR, UT3, SPLINTER CELL

SOURCE VALVE HAMMER EDITOR LVL 3

MOD HALF-LIFE : STARGATE TC | MAPS HALF-LIFE 2

CODE

PHP JAVA VISUAL BASIC
HAXE UNREALSCRIPT
MYSQL CSHARP JAVASCRIPT
UNREALSCRIPT JQUERY XHTML
ORACLE ACCESS

TECHNOLOGIES

DESIGN

DOCUMENTS
CONFLUENCE
MICROSOFT OFFICE
GOOGLE DOCS
XMIND

3DS MAX
3D LVL DESIGN, ASSETS

SKETCHUP
3D LVL DESIGN MOCKUPS

ART

Ps **Fl** **Ai** **Id** **Ae** **Pr**

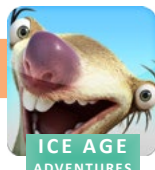
SOFTWARES

EDUCATION

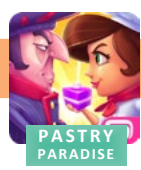
- 2008 - 2010 **SUPINFOGAME - VIDEOGAME DESIGNER - GAME DESIGN & GAME ART**
- 2003 - 2005 **ADVANCED TECHNICIAN'S CERTIFICATE IN COMMERCIAL COMPUTING**



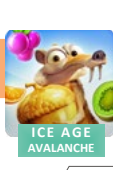
MILLENNIUM WARS



ICE AGE ADVENTURES



PASTRY PARADISE



ICE AGE AVALANCHE



STARGATE UNLEASHED



PUMP IT!



CONTRE JOUR

RELEASES

MOBILE & TABLET

EMPIRE: MILLENNIUM WARS
ICE AGE ADVENTURES & AVALANCHE
PASTRY PARADISE
STARGATE SG1 : UNLEASHED 2

FACEBOOK

PUMP IT!

PC

HIPOCAMPAL : THE WHITE SOFA STEAM
STARGATE TC : HALF-LIFE

HOBBIES

MUSIC

PERFORMING PIANO
PERFORMING GUITAR
BANDS: POST-ROCK, JAZZ...

COMPOSITION

COMPOSING ORIGINAL SONGS
RECORDING & MIXING

VIDEOGAMES

FIRST PERSON SHOOTER
REALTIME STRATEGY
ROLE PLAYING GAME
MANAGEMENT
PUZZLE GAMES
PLATFORM
E-SPORT...

REFERENCES AVAILABLE
UPON REQUEST