



VINCENT VILLAUME

Senior Game Designer

CREATIVE • ORGANISED • METICULOUS • AUTONOMOUS

www.vincentvillaume.com

villaumevincent@gmail.com

+49 15 258 130 156

Gayens Weg, 10
22761 Hamburg, Germany



LANGUAGES

French: 100% • English: 90% • Spanish: 90%

EXPERTISE

Game Design

DESIGN

Ideation
Game analysis
Systems & mechanics
UX: Flows, Wireframes
Progression & Content
Prototyping

DOCUMENTATION

Game concept
Game design documents
Flowcharts

FINE TUNING

Playtest & data analysis

Level Design

DESIGN

Mockups
Brainstorming
Level timeline
Workshop design
Difficulty curve
Flow

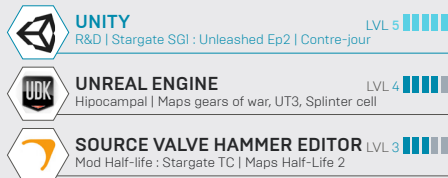
BUILDING

Structure : blocking, objects
Events & sequences
Code & scripting

FINE TUNING

Debug & balancing

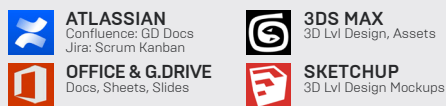
GAME ENGINES



CODE SKILLS

PHP, JAVASCRIPT, CSHARP, JQUERY, XHTML, UNREALSCRIPT, ORACLE ACCESS, HAXE, VISUAL BASIC, VISUAL C++, MYSQL

SOFTWARES



ADOBE SUITE
Diagrams, Icons, Textures, Animations...



HOBBIES

MUSIC
Playing piano and guitar
Playing in Bands

COMPOSITION
Composing original songs
Recording & mixing

VIDEOGAMES
All kinds of platforms
Playstation, Mobile, PC

TRAVELING
Trips over Europe mostly

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

WORK EXPERIENCE

SEP 2015

TODAY



Senior Game Designer

GOODGAME STUDIOS - 6.5 YEARS - HAMBURG, GERMANY

- Preproduction setup: Design standards, pipeline definitions. - Unity
- Game design: Competitor Analysis, Ideation
- Production: UX Design, Fully detailed documentation, Support
- Tools: World-map generator, Game data tool, Confluence enhancement, ...

MAY 2014

SEP 2015



R&D Game Designer / Game Designer

GAMELOFT AUCKLAND - 1.5 YEARS - NEW-ZEALAND

- Concept team: Design & code, about 10 prototypes. - Unity 5
- Production: Game Design, Level design & documentation, 3 projects
- Tool: Tycoon game balancing tool + Game balancing simulation

AUG 2013

OCT 2013



Game & Level Designer

ARKALIS INTERACTIVE - 3 MONTHS - ANDORRA

- Level design & building, Cinematic sequencing - Unity 4, uScript, uSequencer
- External management on SFX & Music
- Full UI redesign to match

OCT 2011

JUL 2013



Game Design & Code Teacher

SUPINFOGAME - 2 YEARS - VALLENCIENNES, FRANCE

- Teaching Game development & Game design - Unity, UDK, Flash
- Support & Evaluation of the last year graduation projects - Unity
- Competitive entrance examination: Candidate interviews, test corrections

JUN 2010

DEC 2010



Game Designer & Coder

MXP4 - 6 MONTHS - PARIS, FRANCE

- Game Concept, design & full code of the first rhythm game of the company
- Game concepts & early mock-ups of other music social games for Facebook

JUN 2009

SEP 2009



Game Designer

PRIZEE.COM - 4 MONTHS - CLERMONT-FERRAND, FRANCE

- Full game design document for an iPhone game developped externally
- Coding the fundations of a physics engine for Flash: forces & collisions - Haxe

SEP 2007

SEP 2008



Web & Flash Developer

INTERNET EVOLUTION - 1 YEAR - CLERMONT-FERRAND, FRANCE

- Web design & Flash web application development

JUL 2006

SEP 2007



Flash Developer

KARTOO - 1 YEAR - CLERMONT-FERRAND, FRANCE

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

PERSONAL EXPERIENCE

2001

2003

Half-Life Mod - 2 Years

- Stargate TC: Level design including 3D modeling & texturing, code

EDUCATION

2008 - 2010

2003 - 2005

- SUPINFOGAME - Videogame Dedigner - Game Design & Game Art

- Advanced Technician's Certificate in Commercial Computing

RELEASES

MOBILE & TABLET

HOME & GARDEN
BIG FARM: MOBILE HARVEST
EMPIRE: MILLENNIUM WARS
ICE AGE ADVENTURES
ICE AGE AVALANCHE
PASTRY PARADISE
STARGATE SGI: UNLEASHED 2

PC

EMPIRE: WORLD WAR III
BIG FARM: NEW HARVEST
HIPOCAMPAL - STEAM
STARGATE TC: HALF-LIFE

FACEBOOK

PUMP IT!

