

QUENTIN ROZE

Game Designer

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🗣 French, English

Besides my game design specialization, I'm always learning programming, animation and shaders in order to better communicate with other trades, be autonomous and answer to any problems with either creative or technical solutions.

EXPERIENCE ... References available upon request

🕒 Gunzilla Games - Generalist System Designer - Junior - 2021 - Ongoing - Frankfurt, Germany

Working on a unannounced Multiplayer AAA Shooter with Richard Morgan and Neill Blomkamp

I work as Feature Team Owner: managing a team of 12 people from different trades: Programmers, Animators, Modelers and more

Main tasks: 3C, UI & System Design, Technical Specifications, Prototyping, Scrum Master

Best take aways:

- Bringing vision to the game's USP: from design to prototyping, while linking it to all the other systems
- Establishing the feature team's pipeline, scrum tasks and macro-planning, allowing the team to get the needed resources

🕒 Gameloft - Game Designer - Intern - 2020 - 5 Months - Paris, France

Worked at the "Game Lab" - The prototyping section of Gameloft HQ

Game Design: Mechanic conception / 3C Design / UX Design / Fast Prototyping / Balancing

Best take away: Learned a lot on UX and System Design & improved my prototyping efficiency

🕒 Sunny Side Games - Game Designer - Intern - 2019 - 4 Months - Lausanne, Switzerland

Worked on "Towaga Among Shadows" shipped on Apple Arcade, PC, and Nintendo Switch

Game Design: Mechanic conception / Fast Prototyping / Technical specifications / 3C & AI fine-tuning / Wave Design

Best take away: Brought multiple features from early conception to release & learned a lot from the iteration process

🕒 Fishing Cactus - Game/Level Designer - Intern - 2018 - 4 Months - Mons, Belgium

Worked on "Ary and the secret of seasons" shipped on PC & Consoles

Game Design: Proposals & Feedback / Documentation / Prototyping -- Level Design: Pen&Paper / BlockOut / Scripting

Best take away: Learned how to use existing systems and mechanics in innovative ways to renew player's experience

SKILLS ...

🕒 Hard Skills

3C Design \\ Feel unique, natural & accessible, Tweaking

Fast Prototyping \\ Scripting, Testing features quickly

Documentation \\ Precise technical specifications

AI Design \\ Behavior Tree, Answer gameplay challenges

System Design \\ Rational, Linking system together

Accessibility \\ Ergonomy, Inclusivity, Settings

Producing \\ Scrum Knowledge, Pipeline creation, Managing

🕒 Soft Skills

Source of proposals \\ Always opened to constructive debate

Empathy \\ Towards teammates and players

Keep a holistic view \\ Keep other departments into consideration

🕒 Software

Game Engines \\ Unity (C#), UE5 (Blueprint), GMS

Versioning \\ Git clients, Perforce

Document Editing \\ Adobe, Atlassian, Google, Microsoft suite

EDUCATION ...

🕒 Supinfogame - Rubika - Master's Degree

Valenciennes, France / 2015-2020

Game Design & Management

🕒 IUT MMI (2-year diploma in multimedia)

Vichy, France / 2013-2015

Audiovisual, Graphic Design, Programming

PASSIONS ...

🕒 Cooking \\ Meal Prep, Experimentation, Healthy

🕒 Cinema \\ Inarritu, Wes Anderson, Tarantino

🕒 Table Tennis \\ Trainer & Regional Championship player

🕒 Animation Shows \\ Over the Garden Wall, Haikyuu, Last Man