Corentin Zandomenighi

Game Designer – QA Tester

CONTACT

+33 7 85 97 83 83

coco49.cm11@gmail.com

NETWORKS

https://www.therookies.co/u/CXKILLXR

https://www.linkedin.com/in/corentin-michel-a773842a2/

PROFESSIONAL EXPERIENCE

QA Team Leader Internship | July–August 2025

Myria Editions

- Managing and coordinating a team of testers to ensure project quality
- Identifying and documenting critical bugs and gameplay issues
- Communicating with developers to prioritise fixes
- Implementing testing and quality monitoring protocols

Campsite Receptionist | June–August 2024

Camping LVL Les Ayguades

- Teamwork in a dynamic environment with tight deadlines
- Organisation and monitoring of daily tasks

ÉDUCATION

Studio Mercier Béziers | 2022–2026

Master's Degree in Video Games – Game Design

SKILLS

- Unreal Engine (Intermediate) | Knowledge of the engine / Variable modification and integration / Asset management
- Unity (Beginner)
- Photoshop (Advanced)
- AI Illustrator (Advanced)
- English (B1)

PROJECT

Out of Bounds | Game Designer | https://www.therookies.co/projects/83829

Team school project – Unreal Engine 5

- Weapon system design and balancing (concept, stats, gameplay)
- Collaboration with the team to maintain consistency in game design
- Rookie Awards 2025 certification (Rank B)

Arcadia Unbound | Game Designer | https://www.therookies.co/projects/82549

Team school project – Unreal Engine 5

- Design of 3 RPG classes with their skills and progression
- Balancing of game mechanics to ensure a smooth experience
- Definition of archetypes and their interactions