

HECTOR RAMEAU

Game Designer



Looking for an opportunity
in the game industry

PORTFOLIO

hectorrameau-gamedesigner.fr

GAME DESIGN PROJECTS

- **PENITENCE : RPG prototype**
September 2024 - June 2025
Responsibilities : Prototyping, Game Design
- **DARKEST NIGHT : Arcade infinite drive**
August 2024 - June 2024
Responsibilities : Prototyping, Game design
- **HELLSCAPE : Tower Defense**
August 2023 - June 2023
Responsibilities : Prototyping, Assets integration, Teams communication
- **DYSON SPHERE PROGRAM : idle game UI/UX Prototype**
summer 2023
Responsibilities : Prototyping, Assets creation & integration
- **[VR] CRIME AU MONT SAINT-MICHEL : detective game**
February 2024 - April 2024
Responsibilities : Prototyping, System Design

PROFESSIONALS EXPERIENCES

- **Content Analyst & Designer Assistant (6 month Internship)**
[Bandai Namco](#) / August 2025 - January 2026
Provide support, feedbacks, and evaluations for internal video games or for publishing opportunities.
- **DIGITALIZATION OF AERONAUTICS MANUALS**
[Be-Air](#) / Summer 2022
Process the digitalization of aeronautical manuals, as well as information check and manuals layouting.

EDUCATION

BACHELOR DEGREE - GAME DESIGN / SYSTEM DESIGNER

2021 / 2025 - Brassart Toulouse

Skills in Game design & economy, as well as management, production, and game analysis.

PREPARATORY SCHOOL - ILLUSTRATION & ANIMATION

2020 / 2021 - Ecole de Condé Toulouse

Skills in Illustration & Story writing, as well as global knowledge about art history and arts movements.

CONTACTS

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- Toulouse, FR

TECHNICALS SKILLS

- **Game Development**
Prototyping
Game Design & Iteration
Engine Knowledge : Unity / UE5 / Godot
Adobe Suite : Photoshop / Illustrator
Development tools
- **Game Analysis**
Scriptwriting
Presentation
Market & Thematic Analysis
Analysis tools : Steam Review Scraper
Office 365 Suite / Google Apps

SOFT SKILLS

French : Native
English : Fluent

- Curiosity
- Motivation to learn
- Problem-solving skills
- Communication