# Corentin Job - Game Designer

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Professional Game Designer with 3 years of experience, I design creative game experiences in collaboration with teams of professional. Specialized in system design, level design, and gameplay iteration, I've worked on several projects from prototyping to final implementation. I focus on optimizing mechanics and creating immersive experiences. I enjoy teamwork, testing and iterating on ideas, refining concepts through playtests, always with one goal in mind: to create gameplay that's not only well-designed but genuinely fun to play.

## Professional Experiences

**@ Rogueside**
**Unannounced Project**
**- Game designer**
Aug. 2023 to Dec. 2024

- Designed and documented game **systems and mechanics.**
- Prototyped concepts during **short production cycles in Unity.**
- Organized and scheduled **production timelines.**
- Responsible for the overall **game design vision.**
- Conducted **playtest sessions** with the community to **gather feedback.**

**@ Hibernian Workshop**
**Astral Ascent**
**- Game designer and QA**
Aug. 2021 to June 2023

- **Designed and balanced** game mechanics and systems aligned with **the Game Director's vision.**
- Conducted **playtest sessions** with the community to **gather feedback.**
- Iterated through **gameplay improvements** based on **QA tests.**

## Students Projects

**@ Rubika**
**Fall Garden**
**- Lead Game designer**
Feb. 2021 to May 2021

- Design of the **character controller, enemies (AI and patterns)** and **level design.**
- Implementation of **visual effects** and **post process** in **Unity.**
- Organised **production plannings** and task for each members.
- Collaboration with a **teams** of **8 designers** and **artists.**

**@ Rubika**
**Pirate Academy**
**- Lead Game designer**
Nov. 2020 to Jan. 2021

- Design **system and mechanics** for the game.
- In charge of the **project vision** with **2 other designers.**
- Collaboration with **45 members (designer, artist and programmers.)**
- Design and complete **implementation of a mini-game in Unity** (SFX iand music included)
- Project mainly made **remote at home.** (Covid)

**@ Summer Stage**
**Akuma: wrath of the fallen**
**- Lead Game Designer**
June 2020 to Aug. 2020

- Design and documentation of the **game main systems.**
- In charge of the **project vision.**
- Collaboration with a **team of 8 designers and artits.**

## Education

**Bachelor Game Design**
**@Rubika - Valenciennes**
Sept. 2018 to May 2021

- Learned all of **game design fundamentals**
- Worked on multiple **game projects (board games and video games)**
- Specialized in **system and combat design**

**MANAA**
**@LISAA - Rennes**
Sep. 2017 to May 2018

- Studied **drawing** with **various mediums and techniques**
- **Final year project** focused on **video games**
- Studied **art history** from **Antiquity** to the **20th century**

**Science Baccalauréat**
**@Lycée Ernest Renan**
Sep. 2016 to June 2017

- Specialization: Earth and Life Sciences
- Took evening drawings courses alongside studies

## Skills and Tools

- English (C1)
- Unity (Prototyping, assets and SFX integration)
- Construct 3 (Prototyping, assets and SFX integration)
- Godot
- Blender (3D modeling, Rigging, Animation)
- GitHub/GitKraken (Versioning)

- Adobe Suite(Photoshop, Illustrator, Indesign)
- Documentation (Miro, Google doc / sites)
- Playtest Methodology (lead playtest, feedback)
- Scope (planification, ressource management)
- Team work
- Agile Method