Job Corentin – Game Designer

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I am a **committed** Game Designer thriving to deliver the **best game experience possible to players.** I acquired the skills to **conceive games in a team** and learned how to use **specific tools** to improve the way I work and push game concepts the farthest possible. I also thrive to **share this mindset** with my co-workers so that together we push the game we craft **beyond what is expected**, delivering top notch quality content.

Assiociated Experience

From August 2021 to Today./

Game designer and QA for the video game project «Astral Ascent» @Hibernian Workshop

I started on this project as an **intern for 6 months** before starting as a Game Designer/ QA fulltime. My job as game designer consisted of **creating mechanics and system that follows the vision of the lead game director** and add a **real value to the game while being time and cost efficient.** And as a QA I leaded several playtest session with our community to get feedback on the experience.

From February 2021 to May 2021./

Lead Game designer for the video game «Fall Garden» @Rubika

Fall garden is a **mobile game project** on wich I worked as the **lead game designer** on the designs of all the **systems and mechanics in accordance with the narration** givin by our vision bearers as well as the m**anagement of our online community** and the **programming** of certain mechanics and systems in Unity.

From November 2020 to January 2021./

Game Designer for the video game « Pirate Academy » @Rubika

Pirate Academy is a **Wario ware like game** that was made with a team of **45 peoples**, I've worked with 2 others game designers **to create the vision of the project** and **conceive the main game systems** and mechanics and I also **made one of the mini game solo in Unity.**

From September 2020 to December 2020./

Game Designer/Game artist on the video game «Keep the beat» @Rubika

I designed the **games systems** with a **team of two game designers,** and I **worked solo on the rendering** of the game by using Post-Process, shaders and 3D model making software and tools in **Unity.**

From June 2020 to August 2020./

Game Designer/ Programmer on the video game «Akuma, Wrath of the fallen»

On this **2-months project,** I worked as the **lead game designer** and **programmer** with a **team of eight designers and artists**. I was responsible for the conception of the player controller, enemy's behaviour and patterns and level design and also the integration of the VFX and post-process.

From February 2020 to May 2020./

Game Designer/Programmer on the video game «Inoh's Tale»@Rubika

I worked on the **creation of the universe** with a team of seven designers and artists. I mainly worked on the character controller move set, the enemies and bosses designs and the sound integration.

Education and Qualifications

Bachelor Game Design

Graduated in game design at Rubika Valenciennes France in 2021.

MANAA

A one-year art training courses to acquire basic art skills and history knowledge at LISAA in 2018 at Rennes in France.

Baccalauréat Scientifique

High school diploma specialized in science obtained at the high school Ernest Renan in 2017 at Saint Brieuc in France.

Tools and Soft skills

◇ Suite Adobe (Photoshop, Illustrator, Indesign)
◇ Unity
◇ Construct 3
◇ GitHub/GitKraken - Versioning
◇ Documentation
◇ Méthodes de playtest

◇ Suite office (Word, Excel, Powerpoint)
◇ Machination
◇ Scope
◇ Documentation
◇ Travail d'équipe/organisation
◇ Méthode Agile

About me

I love drawing, it is both a part of my work and a great pleasure that allow to express myself. I regularly do sketches of system and mechanics I come up with for games giving additional insights.

I also of course, love video game and play a lot of them (RPGs like Nier:Automata and open worlds like Legend of Zelda: breath of the wild and Dragon's dogma are my go to games). But I also like staying up to date with the state of the industry through web journals like Gamekult and Gamasutra.