



Job Corentin – Game Designer

COMBATDESIGN

NARRATIVEDSIGN

LEVELDESIGN

SYSTEMDESIGN

Adresse : 26 rue des tourelles 22190 Plérin, France Mobile: 0781379711
Portfolio : <https://jobcorentin89.github.io/> Email: job.corentin.pro@gmail.com

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.

Associated Experience

- From August 2021 to Today./ Game designer and QA for the video game «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 **sys-tems and mechanics in accordance with the narration** givin by our vision bearers as well as the **management 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
- ◇ Leading playtest
- ◇ Office (Word, Excel, Powerpoint)
- ◇ Machination
- ◇ Scope
- ◇ Documentation
- ◇ Team work
- ◇ Agile methodology

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.