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Portfolio : <https://lucasferrantelli.wixsite.com/portfolio>

Game Designer

I am a student Game Designer, passionate about my studies and the creation of game systems. To be able to efficiently produce my concepts and train, I started programming in 2017. Since then, I have been creating games on my own scale, whether during Game Jams, school projects or personal projects. I dream about the day I will be able to create much bigger games.

My best personnels/schoolar/gamejam projects are available on my [portfolio](#)

Professional Experience

June 2018 -
September 2018

Game Design at 1p2p | Internship

Project : Young Souls - Not release yet



- Work on a professional Project
- Write concept documents
- Use team's tools
- Design AI
- Excel
- Playtest
- System Design (loot box, crafting)
- Create moveset's combat
- Balancing
- use Slack, Tortoise and Drive

My Better Projects

Learn more about my projects [here](#)

Zoo' Cute | Mobile Game

- System Design
- Programming
- User Experience design

Burden of Light | Boss Fight

- Design bosses
- Programming
- Playtest analysis

Umbrellads | Platform/B'em

- Project manager
- System Design
- Game Design

Education

2016-2020

4th year student in Game Design | Rubika - Supinfogame

- Game Design
- Level Design
- Producing
- Programmation
- Communication

2016

Baccalauréat ES Mathematics with honor | Option Cinema

Skills and Tools

Key Skills

- Game Design
- System Design
- Communication
- Design doc writing
- Programmation
- Analysis



Excel



Unity



C#

Secondary

- Management
- Level Design
- Blocking
- UX design



UE4



Git

Interests

• Cinema : I am trying to watch about 5 movies a week, and even if it looks like a huge waste of time, it's not. Video Game is mostly inspired by Cinema. My favorites film directors are González Iñárritu, Night Shyamalan, Edgar Wright and Denis Villeneuve.

• Reading: Reading was my biggest passion in Mid School. I read a lot about Sci Fi (Asimov, Rufin, Levin, Orwell). In Highschool, I felt in love with Theoretical Game Design 's books (Theory of Fun, The Art Of Game Design, Gamer's Brain, Game Mechanics).