



CONTACT

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[Portfolio.com](#)

[Itchio.com](#)

SKILLS

Softs



Programming languages



LANGUAGES

- French (Native)
- English (B1)

HOBBIES

- Climbing
- Piano
- Video Games

Hugo Roche

TECHNICAL GAME DESIGNER

WORK EXPERIENCE

Technical Game Designer - Osome Studio

Lyon, France | June 2024 - Currently

- AA Unannounced - Adventure/Beat'em Up - UE5
- To fit seamlessly into a pipeline
- Managing publisher constraints
- Quick iteration & prototyping

EDUCATION

Esma - Game

License in Game Design | 2021 - 2024

- NIRVANA - FPS Bullet Hell - UE5
- Team Project - Gameplay Programmer / Technical GD / Tools Programmer / VFX / Animations
- Code optimization
- Creating a good first person feeling
- Adapting to the evolutions encountered in project and team management
- UNCHAINED - First Person Horror - UE5
- Team Project - Gameplay Programmer / Technical GD
- Advanced use of gameplay physics in Unreal
- Group work organization
- See More On My Website

OTHER PROJECTS

- Block Run - Casual Game - Unity
- Personal Project -
- Reflection on the mobile user experience
- Working on the "juice" for easy fun.
- Ethylorun - Party Game - UE5
- Jam Project - Gameplay Programmer / Technical GD
- Thinking quickly about simple and effective gameplay loops.
- See More On My Website