Nicolas Capelier

Game Developer

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Valenciennes (59300) - France
Driving license and vehicle
Willing to relocate

I enjoy crafting games that are both engaging and well-engineered. Using Unity, I design and develop gameplay systems with a strong attention to performance and player experience.

EDUCATION

Game Design and Management master degree, RUBIKA Supinfogame

2018 - 2023, Valenciennes, France
- Game Design, Management, UX, Prototyping

EXPERIENCE

Game Developer, Bright

Since 2024, Valenciennes, France
- Implementation of the project architecture and technical team lead
- Development of the meta game
- SDK implementation and maintenance
- Optimization and release management

Online Game Developer, Anklebreaker Studio

June 2023 - December 2023, Valenciennes, France
- Development of in-game and in-editor tools
- Development of a modding API
- Optimization and debugging of existing features

Lead Developer & Technical Game Designer, Seance, Master degree project

October 2022 - June 2023, Valenciennes, France
- Implementation of the project architecture and technical team lead
- Development of the core game features
- Tool development

Game Developer & Unity Tutor, Freelance

July 2021 - December 2022, Valenciennes, France
- 2D and 3D game prototypes on Unity
- Unity tutor and consultant for individuals and small agencies

Lead Developer & Game Designer, Fall Garden, School internship

February 2021 - August 2021, Valenciennes, France
- Implementation of the project architecture and technical team lead
- Development of the core game features
- Optimization and debugging

SKILLS

- Unity Engine (2D & 3D) and C#
- Unity mobile SDK implementation and maintenance
- Networking (Fish-Networking, Mirror)
- Release management (Play Store, App Store, Steam)
- Tool design and development
- Versionning (Git, Plastic SCM)
- Documentation (Notion, Mermaid diagrams, Google Suite)
- Management (Notion, Trello, Jira)

LANGUAGES

- French (native)
- English (fluent)

INTERESTS

- eSport enthusiast
- Modern sciences
- Chess