

# Thomas Desaunay

Currently living near Paris  
Free to relocate

Driving Licence



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[Portfolio](#)  
[Profil LinkedIn](#)

*Long Term Objective: Start a game studio*

*Short Term Objective: a position that mixes technical and design aspects*

*Targeted Position: **Game Designer, Technical Designer** or **Gameplay scripter***

## EXPERIENCE

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**Feb 2014 - Today**

**Game Designer @ Funkadelichik, Paris, France**

- ◇ Responsible for the quality & coherency of the gameplay while meeting client expectations
- ◇ Design & program multiples HTML5 based games using **Phaser**, a javascript game engine
- ◇ Lead and manage the production team on multiple projects

**June 2013 - Feb 2014**

**Game Designer @ Freelance, Paris, France**

- ◇ Create game concepts, game systems as a response to specific needs
- ◇ Meet client expectations, needs & deadlines
- ◇ Teleworking

**June - Nov 2011**

**Game Designer Intern @ Alternative Shift, Montpellier, France**

- ◇ Part of a team of two game designers on Besyde, a social game using geo-localisation
- ◇ Create news features such as new missions, exploration mechanics & monetization
- ◇ Test & balance the game based on players feedback

**2009 - 2011**

**Several Missions as Game Designer intern**

- ◇ Game Designer & Programmer on a one year project using Unity & Kinect
- ◇ Act as Producer & Game Designer on an arcade flight game for the French Air Force
- ◇ Design a serious game project for Sales and Marketing personnel

## SKILLS

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**Design Skills**

- + Create and communicate high concept, game mechanics and systems
- + Create prototypes using various tools: Unity, Phaser and the timeless paper & pen
- + Implement quests, missions, scripts and storylines under technical constraints
- + Test and balance in order to enhance and optimize the player experience

**Computer Skills**

- + Good knowledge of Phaser, a game engine for HTML5
- + Experience on multiple projects with Unity & UDK
- + Experience with Javascript, C#, C & AS3
- + Good knowledge of Microsoft Office Suite: Microsoft Word, Power Point, Excel...

## EDUCATION

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**2011**

**Master Degree in Game Design & Project Management @ Supinfogame, Valenciennes, France**

**2007**

**French Scientific "Baccalauréat" (A-level) @ Dominique Savio high school, Douala, Cameroon**

## INTERESTS

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- ❖ Playing video games ! a few of my favorites titles: Baldur's Gate Series, The Elder Scrolls Series & Eve online
- ❖ Playing and/or mastering Role-Playing games : Star Wars D6, D&D 3.5, Shadowrun, Metal Adventures...
- ❖ Practiced Aikido for a while, now, I'm into rock climbing
- ❖ I really enjoy discovering and learning about new things every day