



Mathieu "Tipyx" PISTOL

Freelance game designer

I offer my experience as a **game design consultant**, whether to **create the game design** of your game with you, or **improve and strengthen the existing one**. I am also **able to develop a prototype** if necessary



contact@tipyx.com



tipyx.com



@Tipyx_FR

EXPERIENCES

Motion Twin

Dead Cells (*action roguevania*)

During this project (2015-2018), I worked on almost every element of the game : programming and game design of enemies, level design, bosses, game modes and user interface, but also marketing decisions, content decisions, event presence.

Rockfaller Journey (*match-4*)

Game design, level design and programming

Braziball (*puzzle game*)

Game design, level design and programming

Personal projects

Hexactical (*strategic*)

Game design, level design and programming

Game jams

Dozens of games done during game jams, in solo or with a team


HARD SKILLS

Game design
Game design document writing
Game feel
Prototyping
User Experience (UX)

SOFT SKILLS

Creativity
Teamwork
Communication
Flexibility

INTEREST

 (J)RPG
Indies
Retrogaming

 Crochet

 Hiking