

Louis LANGLET

Game Designer

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WORK EXPERIENCES

Gameplay System Designer [Dead Matter - Survival FPS](#)

System Design | Medical, Loot, Craft, Progression
Initiative Leader | Task Management, Feature Producing
Implementation & Balancing | Unreal Engine 5, BP, Widgets

Quantum Integrity Software

Video Game Studio

03-2022 / 10-2023

Game & Level Design Teacher on Unity [Design Academy - 2D Platformer/ Survival FPS](#)

Design | Design of Educational Content in Design
Tech | Operational Mastery of Unity, C#
Communication | Workshops and courses

Studio XP

Online Courses

09-2021 / 03-2022

Game Designer [Blood Spear - Action Adventure TPS](#)

Best Game by Isart Digital Jury 2021
Overwhelmingly Positive on steam with 1800+ reviews
Boss Design, Unreal BP/BT, Balancing, Playtesting

Isart Digital Montréal

Graduation Project

10-2020 / 05-2021

Lead Game Designer - Internship [Dum Dum Dinos - Top Down Mobile Game](#)

System Design | LD tiles, Units & Factions
Producing & Lead | Task Management & Assets list
Tech | Unity Engine, C#, Custom Tools

Studio Singing Crows

Video Game Studio

10-2019 / 04-2020

EDUCATION

RNCP Lead Game Designer

2021 Valedictorian in Design
2020 Merit scholarship owner

Isart Digital MTL

09-2020 / 08-2021

AEC Conception des mécaniques de jeu vidéo - NWE 05

Game, Level & UX Design

Isart Digital MTL

09-2018 / 08-2020

SKILLS

DESIGN

System Design
Level Design
3C
UX Design

TECH

Unreal, BP, BT
Unity, C# scripting
Versioning (Git, Perforce)

PROD

Confluence
Figma, Miro
Photoshop
Jira
Office, GSuite

LANGUAGES

French - Mother tongue
English - Fluent

HOBBIES

Video games - FPS, RPG
Tabletop RPG - Mastering
Electronic Music - DJing