NOÉ LAQUÈCHE
game designer

My **experience** both as a **designer** and **programmer** allows me to bridge the gap between **technical** and **creative needs.**

I love designing, prototyping and iterating on the **camera, controller and character.**

📞 +33 7 88 36 57 29
✉️ noe.laqueche@gmail.com ↗
🖥️ noelaqueche.github.io ↗
in/noe-laqueche ↗
🏠 Oxford, UK – Full remote
📅 **Permanent position – 2023**

EDUCATION

2015 – 2020: Supinfogame RUBIKA Valenciennes ↗
– Master in Game Programming and Management
– Bachelor in Game Design and Management

2014 – 2015
Preparatory year at LISAA Paris – Animation & Videogame

2011 – 2013
A-Level equivalent – Scientific course, **American Bilingual Section (OIB Bordeaux)**

PROFESSIONAL EXPERIENCE

November 2020 to Present – Game Designer (Intermediate) at Rebellion Developments

   – Evil Genius 2 (end of production, post-launch content): Quest design, data implementation, signs and feedback, balancing, bug fixing
   – Unannounced project (concept phase, pre-production): Feature design, system design, documentation, prototyping

Summer 2019 – Internship at Voodoo: Marketing Game Developer ↗
   Implementing new features and twists in existing hyper-casual mobile games for marketing purposes.

Summer 2018 – Internship at Oh BiBi: Gameplay designer and programmer on **FRAG**, a mobile multiplayer hero FPS ↗

   – Game design: core design, hero design, hero balance (using Periscope game metrics), signs & feedback
   – Gameplay programming: (Unity) hero abilities, aim assist system, 3rd person camera, general status effects (push, stun…)

                                        References on request

OTHER PROJECTS

Student graduation project: A Planet In The Fog, a first-person exploration game on an austere exoplanet ↗
UE4 – 9 people – October 2019 to June 2020
I was the game designer and gameplay programmer in charge of the 3C, especially an in-depth climbing system.

SKILLS

Game design: Brainstorming, concept, documentation, prototyping, signs and feedback, balancing, rational game design, fine-tuning, playtest supervision

Unreal Engine 4 (Blueprint, C++)
– Advanced: Gameplay
– Intermediate: Animation (IK)
– Basics: Materials,Tools, Navigation

Unity (C#) — Certified Associate
– Advanced: Gameplay
– Intermediate: Animation, Navigation
– Basics: Shader (HLSL), Tools

LANGUAGES

French: Native proficiency

English: Bilingual proficiency

Spanish: Limited working proficiency

INTERESTS

Games: Dark Souls, Overwatch, Magic: The Gathering, Hellblade: Senua's Sacrifice, Inside, Hunt: Showdown

Music: hyperpop, hip-hop, metal, electro, shoegaze, cold wave, experimental sounds…
I sing in a post-punk band!
Metal screaming practice for 8 years ↗

Cinema: Science-fiction, psychological thrillers, arthouse, animated series