

# NOÉ LAQUÈCHE

technical game designer

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

**Game feel** is really important to me: I work on it by iterating on the **camera**, **character** and **controller**.



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French – Willing to relocate



**6-month internship: July 2020**

## EDUCATION

### 2015 – 2020: Supinfogame RUBIKA Valenciennes

- Master in Game Programming and Management (graduating)
- 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

### 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

## NOTABLE PROJECTS

### Graduation project: A Planet In The Fog, a first-person exploration game on an austere exoplanet

UE4 – 9 people – October 2019 to June 2020 (WIP)

I am the game designer and gameplay programmer in charge of the 3C, especially an in-depth climbing system.

### 4th year project: Burn Peasants, a dragon simulator meets tower defense

Unity – 6 people – October to February 2019

I was the gameplay programmer in charge of the 3C and enemies.

## SKILLS

**Game design:** Brainstorming, concept, documentation, prototyping, 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, Hellblade: Senua's Sacrifice, Magic: The Gathering (EDH)

**Music:** electronic music, hip-hop, metal, shoegaze, new wave, experimental sounds... as well as traditional music from all around the world.  
Metal screaming practice for 6 years

**Cinema:** Science-fiction, psychological thrillers, Terry Gilliam, animated series

**Theatre:** I watch a play at random every month.