

# NOÉ LAQUÈCHE

technical game designer

I care about **listening** and **communicating**, discussing ideas efficiently and learning about the team's different workflows.

I am drawn to **meaningful single-player experiences** as well as **multiplayer** game design.

**Game feel** is really important to me as a designer: I work on it through the **player features**, **controller** and **camera**.



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French – Willing to relocate



June to September 2019

## EDUCATION

### 2015 – 2019: Supinfogame RUBIKA Valenciennes

- Master 1 in Game Programming and Management (ongoing)
- Bachelor in Game Design and Management

### 2014 – 2015

Preparatory year at LISAA Paris – Animation & Videogame

### 2011 – 2013

French Baccalaureate – Scientific course, **American Bilingual Section (OIB Bordeaux)**

## PROFESSIONAL EXPERIENCE

### Internship at Oh BiBi: Gameplay designer & programmer on FRAG, a mobile multiplayer hero FPS

Unity – 15 people – June to September 2018 (soft launch)  
– **Game design:** hero design, hero balance (using Periscope game metrics), signs & feedbacks design  
– **Gameplay programming:** hero abilities, aim assist system, 3rd person camera, status effects (push, stun...)

Reference on request

## NOTABLE PROJECTS

### Steam project: Dragon's Nest, a dragon simulator meets tower-defense

Unity – 6 people – October to February 2019 (WIP)  
I am the gameplay programmer in charge of the player controller, camera and enemies.

### 3rd year project: MUE, an adventure game in an underwater world without up or down

Unity – 6 people – October to June 2018  
I was technical game designer, working on the core design, animation systems, particles and SFX.

### 2nd year project: BAYOU, a voodoo Zelda-like game

GameMaker Studio – 7 people – January to June 2017  
I was lead game designer and the gameplay programmer in charge of the camera, enemies and boss.

## SKILLS

**Game design:** Brainstorming, concept, design documents, prototyping, fine-tuning, playtest supervision

### Unity (C#) – Certification in progress

- Advanced: Gameplay
- Intermediate: Animation
- Basics: Tools, Navigation, Shaders

### Unreal Engine 4 (C++, Blueprint)

- Intermediate: Gameplay, Animation
- Basics: Tools, Navigation, Materials

## LANGUAGES

**French:** Native proficiency

**English:** Bilingual proficiency

**Spanish:** Limited working proficiency

## INTERESTS

**Music:** from electronic music and hip-hop to metal and rock, with a fondness for experimental sounds... as well as traditional ethnic music.  
Metal screaming practice for 5 years

### Cinema:

Sci-fi – Blade Runner, Akira, Arrival  
Psychological thrillers – Prisoners, Donnie Darko, Raw  
Comedy – Monty Python, Brazil  
Cartoon – Steven Universe, Bojack Horseman, Hilda

**Theatre:** I watch a random contemporary play every month!

**Sports:** Pole dance – 1 year, currently practicing weekly  
Water polo – 5 years