



YOAN LE SOUDER

Senior Game Designer

514-699-7839
Montreal, Canada

 linkedin.com/yoanlesouder
 yoanlesouder.com

@ yoan.lesouder@gmail.com

SUMMARY

Analytical Game Designer with 10+ years of experience in a creative yet deadline-driven environment. Designed 7 titles, from indie to AAA size studio and in local to international structure.

Through these years, I learned the basics of graphic design and programming, which gave me the necessary knowledge to communicate with all trades in the video game industry.

EXPERIENCE

Senior Game Designer Reflector Entertainment

07/2022 - Present  **Unknown 9: Awakening**

- Refined main character actions frame data and cancelable behavior, resulting in better adaptability between actions.
- Set up a player's camera system capable of adapting to 3rd-person motions.
- Crafted a flexible control customization system, ensuring accessibility for all players.
- Analyzed the combat gameplay to refine the actions' identity of the player and enemies, adding more versatility in battle.
- Collaborated closely with a team of 7 game designers, ensuring advanced homogeneous design.
- Supported other departments during my slow period, to rebalance the human workload.

Game Designer CyberConnect 2

01/2020 - 06/2022  **Demon Slayer : The Hinokami Chronicles**

- Designed the character's 3Cs in adventure mode, and adapted it during the development process.
- Defined metrics and integrated the 1st level of the game, used as a reference for the next 7 levels.
- Built a contextual movement system by mixing U9 blueprint and sequencer, increasing the traversal possibilities.
- Created an Excel tool to analyze and rebalance the combo/damages of each fighter in versus mode.
- Collaborated on 3 different time zones (FR/CA/JP) for 1+ years, working my autonomy & my focus on task blockers.

08/2019 - 01/2020  **Dragon Ball Z : Kakarot**

- Collaborated directly with Japanese developers in Fukuoka, requiring conciseness to help translators.
- Created an Excel self-updating view of the acquisition and consumption of resources, leading to time savings of 60+ hours of testing by change.
- Planned the resources' placement in an open world, clarifying the link between the objects and their environment.

PREVIOUS EXPERIENCE

Game Designer , LuckyHammers, Montreal	02/2019 - 07/2019
Game Designer , Square Squid Studio, Anzin	06/2018 - 11/2019
Jr. Game Designer , Scavenger Studio, Montreal	07/2015 - 06/2016
Jr. Game Designer , Gameloft, Montreal	07/2015 - 06/2016

RELATED ACTIVITY



Design director at Gameable

Started in 2023, the Gameable program aims to develop technology and game design skills in youth.

As one of the educational directors, I ensure that the girls in the program can obtain:

- Knowledge of game development processes and these different specialties.
- Expertise in the chosen field via course workshops and dedicated mentors.
- Practical work by creating their own first game as a team.

SKILLS

Game Analyse	Documentation
Prototyping	Game Balancing
Teamwork	Mentoring
Unreal Engine	Blueprint
Teamwork	Mindmapping

EDUCATION

AEC in Video Game Mechanics Design

Isart Digital, Montreal
09/2014 - 07/2017

CQP in Anim & 3D Realization Games & Movies

Itecom Art Design, Paris
09/2010 - 07/2013

PASSIONS



Writing online comics

Dedicated to sharing stories, via published webtoon or the next manga one-shot, developing new ways of creative thinking.



Competitive Soccer player

An involved player for 10+ years in a 7v7 mixed soccer league, enhancing decision adaptation and team spirit.



Dance lover

Practicing since early childhood, it is a form of free self-expression, requiring juggling between aesthetics and constraints.