


- GAME DESIGNER -

YOAN LE SOUDER

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 yoanlesouder.com

ABOUT ME

My approach to design is based on both rational design and creative freedom, which allows me to obtain solid and original designs.

Throughout my career, I practiced graphics and programming, it gave me the opportunity to acquire knowledge and a language to communicate with all the trades of the game.

SKILLS

Conception

Game Design
Level Design
Schematization
Prototyping
Balancing

Programmation

Unreal Blueprint
Unreal Script
C#

Graphisme

3D Modeling
2D creation
Animation
Video render

Management

Plannif & Scrum
Conflic manage

REFERENCES

Jean-Christophe Pelletier

Eidos - Senior Game Designer
Mail : jcpelletier@fougarou.com
Phone : +1 450-622-1127

Nicolas Royer

Epic Games - Senior UI Artist
Mail : nicolas@scavengers.ca
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EXPERIENCE

- Today --** **Reflector Entertainment**
July 2022 **Unkown 9 : Awakening**
Design main character actions, camera & controls.
Analyse & support the team on combat side.
- July 2022** **CyberConnect 2**
Jan. 2020 **Demon Slayer : The Hinokami Chronicles**
Create levels and design interaction systems.
Analyze and balance the power between the characters.
- Aug. 2019** **Dragon Ball Z : Kakarot**
Dynamically balance existing functionality through Excel and use design exchange documents with Japan.
- July 2019** **LuckyHammers**
Feb. 2019 **Munchkin Quacked Quest**
Rework the design to realign it to the initial vision, data balancing and conceptualization of player AIs.
- Nov. 2019** **Square Squid Studio**
June 2018 **BiBots**
Define sprint goals and adjust task priorities, global design check, procedural design logic conception.
- June 2017** **Scavengers Studio**
July 2016 **The Darwin Project**
Design the core gameplay, create prototypes validating the mechanics, balance the game.
- June 2016** **Gameloff**
July 2015 **Gangstar New Orleans**
Set up the traffic system, conceptualize and script civilians AIs.

FORMATION

- 2014 - 2017** **AEC in Video Game Mechanics Design - NWE.05**
ISART DIGITAL - Montréal
- 2010 - 2013** **CQP in Animation & 3D Realization Games & Movies**
ITECOM Art Design - Paris

LOISIRS



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More informations about my experience at
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