

# FABRICE ROISNÉ-HAMELIN

## TECHNICAL GAME DESIGNER

Looking for a 6 month internship starting July 2020

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### EDUCATION

- 2020 • **Supinfogame Rubika, France**   
Master's degree in game design - management
- 2015 • **Lisaa Rennes, France, Applied arts**   
Graphic design diploma
- 2012 • **Baccalauréat**  
Sciences - eq. to A-level

### EXPERIENCE

- 2020 • **Technical game design internship, Arduinna Silva, 6 months, Belgium**  
Unannounced project, Unreal Engine.  
**Core gameplay**, worked on the main mechanics design and programmation.  
**3C**, designed and developed the 3C with blueprint and C++.  
**AI**, developed enemies with behavior trees and custom code.  
**Tools**, developed in-editor interfaces to simplify the production.
- Now - 2019 • **Haul Away, adventure**   
Open world sailing game, end of studies' project made on Unreal Engine in a 8-person team.  
**Game Director**, ensuring the quality of the game and making sure that everything supports the intentions.  
Working with the producer to organize the production.  
**Game and UI designer**, designing of 3C, menus, systems, polishing of the game feel and the ergonomics, writing game design documents.  
**Gameplay programmer**, developing sailing ship controller, third person controller, camera behavior.
- 2019 • **Game design internship, Dina Wing Sail, 3 months, France**  
Mixed reality (Hololens) game made on Unity, with radio controlled sailing ships.  
**Game designer**, designed 2 game modes in collaboration with the team, wrote game design documents.  
**Gameplay programmer**, prototyped the game modes I designed to test them.

### SKILLS

- .....
-  **Game feel**  
3C, UI, ergonomics, signs and feedback, tweaking
-  **Systems**  
Design and balancing, rational design, game loops
-  **Production tools**  
Github, google sheet, google slides, google doc, Jira, Confluence
- .....
-  **Unity**  
Good level. Systems, gameplay, C#, UI, particles
-  **Unreal Engine**  
Good level. Gameplay, blueprints, shader and C++ basics, UI, AI
-  **Adobe Suite**  
Photoshop, Illustrator, InDesign, After Effects. Layout, schemas, 2D graphics
- .....
-  **Writing**  
Game design documents, dialogs, bibles
-  **Contact**  
Teamwork and oral presentations
-  **English**  
Working proficiency
-  **French**  
Native language

**UI designer.** designed all the game UI on mockups, then developed it on Unity.

### Sapper, puzzle game

Destruction game, made on Unity in a 7-person team, published on Steam in December 2019.

**Game director,** ensured the quality of the game.

**Game designer,** designed 3C and the game system (rational game design).

**Gameplay programmer,** developed the 3C, polished the signs and feedback.

**UI programmer,** developed the game UI.

**Game artist,** made all the graphics.

### C'cure, cooperation serious game

Completed for the Institut Pasteur in a 6-person team with Game Maker.

**Game designer,** designed cooperation mechanics focused on treatment of waste in the medical environment.

**Game programmer,** programmed the game.


Discover more on my portfolio! 

## ACHIEVEMENTS

Shipping **Sapper** on Steam in December 2019, a project I launched one year ago. 

Presentation at the IndieCade 2018, in Paris, of **Ruins and Switch**, a puzzle platformer I worked on, now available on itch.io.

Shipping **La maison perdue de l'Oncle Ernest** in 2016, my point'n click playable in french and german. 

Opening the website **Le coin de l'écureuil**, where I have been publishing content and receiving feedback since 2015, with more than 5 000 downloads. 

## INTERESTS AND INSPIRATIONS

- **Games** : Sea of Thieves, Return of the Obra Dinn, Little Nightmares, Don't Starve, Zelda BOTW, Hearthstone, Age of Empire, Ori and the Blind Forest, Mario Kart, Smash bros, Dofus...
- **Cinema/series** : Black Sails, Master & Commander, City of the lost children, Shutter Island, Mademoiselle, Kaamelott, Malcolm, Black mirror...
- **Animation** : Ernest & Celestine, Ghibli, Gravity falls, Coraline, Disenchantment...
- **Others** : Pirates, old sailing ships, Titanic History, the Middle Ages, tabletop role playing games.