

# Tristan VEILLE

## Game Designer

Looking for an Internship from June 2021



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Tristan Veille



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Valenciennes, France (willing to relocate)

— "Constantly trying to find new ways to make the players feel good through game mechanics." —

### PUBLISHED GAMES

#### 2020

**Quash** — VR Arcade : Lead Game Designer & UI / UX  
Available on [Steam](#) - Unity

- GDWC Fan Favorite
- Owner of the original vision of the game
- Overall polishing of the Game Design
- Designed flowcharts and prototyped the whole UI & HUD
- Managed the pre-production
- Managed Playtesting Sessions

#### 2018

**Atma** — Zelda Like : Game / Level Designer  
Available on [Steam](#) & [Itch.io](#) - Unity

- GDWC Fan Favorite & Hobby 2019 Winner
- 70K+ downloads & 95% of very positive feedback on Steam
- Game Design & Level Design - Building & Scripting Levels
- Managed Playtesting Sessions
- Presentation through events: [Art-to-play](#) @Nantes - France
- [Indiecade](#) @Paris - France

### EDUCATION

#### 2016 - 2021

**Master's Degree in Game Design**  
**RUBIKA** Supinfogame @Valenciennes, France

- **Pasta Madre** (2021) - WIP Graduation Project
  - Lead Game Designer
  - Design & Tweaking of the 3C and Combat
  - System Design & Redaction of Technical Documents
  - Sound Design (WWise) and UI Integration & Prototyping
- VR Game **Quash** (2020) available on Steam
- Mobile Rhythm Game **Mariachi** (2019)
- Zelda Like Game **Atma** (2018) available on Steam
- Board Game **Call of Cult** (2017)

#### 2015

**Foundation Course in Gameplay Programming**  
**CréajeuX** @Nimes - France

- Learnt the basics of gameplay programming in C.

### SOFTWARE

#### Advanced

**Game Engine**  
Unreal Engine 4, Unity

**Versioning**  
GitHub, GitKraken, Perforce

**Adobe Suite**  
Premiere, InDesign

**Writing Documents**  
Google & Microsoft Suite

#### Intermediate

**Adobe Suite**  
Photoshop, AfterEffects

**Sound Design**  
Audacity, FL Studio

### SKILLS

**Game Design**  
Game Concept  
User Interface  
Balancing  
User Experience

**Teamworking**  
Wiki-based  
Documentation  
Communication  
Scrum Methodology

**3C & Combat**  
Tech. Documentation  
Game Feel  
User Friendly  
Animation BP  
Camera Design

**Programming**  
Visual Scripting  
C#  
Blueprints  
Prototyping

### LANGUAGES

**French** - Native

**English** - Fluent  
3-year resident in England

### INTERESTS

I love **music & rhythm games**, in my free time I create levels on rhythm games such as osu! (most popular level creator for 5 years with more than 90+ million plays per year) or Beat Saber. I've done that for 5 years now.

I love **Japan** and its culture, such as their music artists and their animation movies or series. (Makoto Shinkai, Studio Ghibli...)

My **favorite games** of all time: God of War, Horizon Zero Dawn, Detroit: Become Human, Uncharted 4, The Last of Us II, Persona 5 Royal and Pokémon Omega Ruby.