

# VINCENT VILLAUME

## LEAD GAME DESIGNER

CREATIVE • ORGANISED • ANALYTICAL • METICULOUS

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### LANGUAGE PROFICIENCY

French: 100% • English: 90% • Spanish: 90%

### EXPERTISE

#### GAME DESIGN

##### DESIGN

Ideation, Brainstorming  
Game analysis  
Systems & mechanics  
UX: Flows, Wireframes  
Progression & Content  
Prototyping

##### DOCUMENTATION

Game concepts, Pitches  
Game design documents  
Flowcharts

##### FINE TUNING

Playtest & data analysis

#### LEVEL DESIGN

##### DESIGN

Ideation, Brainstorming  
Mockups  
Level timeline  
Workshop design  
Difficulty curve  
Flow



##### BUILDING

Structure : blocking, objects  
Events & sequences  
Code & scripting

##### FINE TUNING

Debug & balancing

### GAME ENGINES

 **UNITY**  
R&D | Stargate SGI | Unleashed Ep2 | Contre-jour **LVL 5** 

 **UNREAL ENGINE**  
Hippocampal | Maps gears of war, UT3, Splinter cell **LVL 4** 

 **SOURCE VALVE HAMMER EDITOR**  
Mod Half-life | Stargate TC | Maps Half-Life 2 **LVL 3** 


### CODE SKILLS

PHP JAVA VISUAL BASIC VISUAL CPP **ACTIONS SCRIPT**  
HAXE UNITY **CSHARP** JQUERY  
MYSQL UNITY **CSHARP** XHTML  
UNREALSCRIPT JAVASCRIPT ORACLE ACCESS

### SOFTWARES

 **ATLASSIAN**  
Conflicence: GD Docs  
Jira: Scrum Kanban

 **3DS MAX**  
3D Lvl Design  
Assets

 **OFFICE & G.DRIVE**  
Docs, Sheets, Slides  
Code: Tools

 **SKETCHUP**  
3D Lvl Design  
Mockups

**ADOBE SUITE**  
Diagrams, UI, Icons, Textures, Animations...



### HOBBIES

**MUSIC**  
Playing piano and guitar  
Performing in Bands


**VIDEOGAMES**  
All kinds of platforms  
Consoles, Mobile, PC

**COMPOSITION**  
Composing original songs  
Recording & mixing


**TRAVELING**  
Trips over Europe mostly

“ I am a French Game Designer with a solid versatile expertise. My mission is to collaborate with the most talented professionals and launch the next top-grossing game together. ”


### WORK EXPERIENCE

OCT 2015  **SR. GAME DESIGNER > LEAD GAME DESIGNER**  
TODAY **GOODGAMES > NEW MOON PRODUCTION - 8 YEARS - HAMBURG, GERMANY**


- Lead on Sunshine Island, a mobile F2P farming simulation:  
From pitch to global launch: Vision, feature ideation, documentation, UX
- Preproduction setup: Design standards, pipeline definitions. - Unity
- Production: Game/UX Design, High detail documentation.
- Tools: World-map generator, Game data tool, Confluence enhancement, ...

MAY 2014  **GAME DESIGNER / R&D GAME DESIGNER**  
SEP 2015 **GAMELOFT AUCKLAND - 1.5 YEARS - AUCKLAND, NEW-ZEALAND**

- Concept team: Design & code, about 10 prototypes. - Unity 5
- Production: Game Design, Level design & documentation, 3 projects
- Tool: Tycoon game balancing tool + Game balancing simulation

AUG 2013  **GAME & LEVEL DESIGNER**  
OCT 2013 **ARKALIS INTERACTIVE - 3 MONTHS - ANDORRA**


- Level design & building, Cinematic sequencing - Unity 4, uScript, uSequencer
- External management on SFX & Music
- Full UI redesign

OCT 2011  **GAME DESIGN & CODE TEACHER**  
JUL 2013 **RUBIKA SUPINFOGAME - 2 YEARS - VALLENCIENNES, FRANCE**

- Teaching Game development & Game design - Unity, UDK, Flash
- Support & Evaluation of the last year graduation projects - Unity
- Competitive entrance examination: Candidate interviews, test corrections

JUN 2010  **GAME DESIGNER & CODER**  
DEC 2010 **MXP4 - 6 MONTHS - PARIS, FRANCE**

- Game Concept, design & full code of the first rhythm game of the company
- Game concepts & early mock-ups of other music social games for Facebook

JUN 2009  **GAME DESIGNER**  
SEP 2009 **PRIZEE.COM - 4 MONTHS - CLERMONT-FERRAND, FRANCE**


- Full game design document for an iPhone game developed externally
- Coding the foundations of a physics engine for Flash: forces & collisions - Haxe

SEP 2007  **WEB & FLASH DEVELOPER**  
SEP 2008 **INTERNET EVOLUTION - 1 YEAR - CLERMONT-FERRAND, FRANCE**

- Web design & Flash web application development


JUL 2006  **FLASH DEVELOPER**  
SEP 2007 **KARTOO - 1 YEAR - CLERMONT-FERRAND, FRANCE**

- Flash game design and development, Flash software development,...

2001  **MODDER ON HALF-LIFE**  
2003 **MODDER TEAM - 2 YEARS - REMOTELY, FRANCE**

- Stargate TC: Level design including 3D modeling & texturing, Game design, Code

### EDUCATION

2008 - 2010  **RUBIKA SUPINFOGAME - Videogame Designer - Game Design & Game Art**

2003 - 2005 **Advanced Technician's Certificate in Commercial Computing**

### RELEASES

**MOBILE & TABLET**  
SUNSHINE ISLAND  
HOME & GARDEN  
BIG FARM: MOBILE HARVEST  
EMPIRE: MILLENNIUM WARS  
COUNTRY FRIENDS - NETFLIX  
ICE AGE ADVENTURES  
ICE AGE AVALANCHE  
PASTRY PARADISE  
PASTRY PARADISE  
STARGATE SGI : UNLEASHED 2

**PC**  
EMPIRE: WORLD WAR III  
BIG FARM: NEW HARVEST  
HIPOCAMPAL - STEAM  
STARGATE TC : HALF-LIFE

**FACEBOOK**  
PUMP IT!

