

Tristan VEILLE

Game Designer

Looking for opportunities starting in January 2022



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Tristan Veille



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Roubaix, France (willing to relocate)

“Constantly trying to find new ways to make the players feel good through game mechanics.”

EXPERIENCES

June 2021 - December 2011

DOFUS – MMORPG : System Game Designer

- Conception, integration and debugging new monsters (AI) and new dungeons.
- Integration and debugging Temporis VI's features
- Conception, integration and debugging a brand new upcoming system for December's update.
- Working in SQL data base, to execute requests/query.

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
- Managing 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
- Managing 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

2015

Foundation Course in Gameplay Programming [Créajoux @Nimes](#) - France

SOFTWARE

Advanced

Game Engine

Unreal Engine 4, Unity

Versioning

GitHub, GitKraken, Perforce

Adobe Suite

Premiere, InDesign

Writing Documents

Google & Microsoft Suite

Basics

Adobe Suite

Photoshop, AfterEffects

Sound Design

Audacity, FL Studio

SOFTSKILLS

Game Design

3C & Combat
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
SQL

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.