

# Tristan VEILLE

## Game Designer

Looking for new opportunities



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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." —

### PUBLISHED GAMES

#### Since 2021 - Full time

##### DOFUS — MMORPG : System Game Designer

- 500K Players
- Designing, integrating, and debugging new dungeons, monsters and items
- Designing new systems and reworking old systems
- Writing design and technical documentation
- Conception of new seasonal servers with original game mechanics

#### 2020

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

- GDWC Fan Favourite
- 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

#### 2018

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

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

### EDUCATION

#### 2016 - 2021

##### Master's Degree in Game Design

RUBIKA Supinfogame @Valenciennes, France

- More information on my projects on my [portfolio](#)

#### 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 have over 8 years of experience in rhythm game mapping.

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

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