KILLIAN MARCANTEI
Game Designer

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🚗 Driver's License

LINKS

in in/killian-marcantei/
WIX kmarcantei/gamedesigner
killianm.itch.io

💼 EXPERIENCES

Axeal / Heverett Group
April 2022 - Present

TechTraining | Game & System designer | Unity Engine
- Iterative design & content protyping
- Iterative design on digital twins
- Learning system & UI/UX fast prototyping
- Documentation and production process setup

Enginify | Game & System designer | Unreal Engine 5
- Iterative design & content protyping
- Iterative design on digital twins
- Iterative design on AR system creation
- Learning system & UI/UX fast prototyping

Hagily | Game & System designer | Unreal Engine 5 & Unity Engine
- Iterative design & content protyping
- Iterative design on digital twins
- Learning system & UI/UX fast prototyping
- Documentation and production process setup

Unnanounced Project | Game & System designer | Unity Engine
- Iterative design & content protyping
- Iterative design on digital twins
- Learning system fast prototyping
- Documentation and production process setup
- Iterative design and programming of multiplayer mechanics

Deathscape
October 2020 - December 2021

Escape Games of Versaille | Game & Level designer
- Designing games and puzzles for escape rooms.
- Crafting level design and critical pathways.
- Documentation and production process setup

ICAN
June - October 2019

NEST | Game designer
- Professionalization of the student project "NEST" at ICAN.
- Overall balancing of combat and character progression
- Crafting game design documentation and ensuring overall balance.

🎓 EDUCATION

ICAN | Paris
2016 - 2021

Game design Master & Bachelor
Game design, Programming (C# | Unity & Blueprint | Unreal Engine 4 & 5), UI/UX basis, Project management (AGILE), Level Design, Design documents, Fast prototyping

🖥 SKILLS

GAME DESIGN
Game mechanics creation, Rationalization, Balancing, Design documents, Problem solving, Pitching, Rapid prototyping, System Design

TECHNICAL
Validation, Testing, Fast prototyping, Scripting (C# & Blueprint)

PRODUCTION
Project monitoring, Agile Methodology, Collaborative tools

✒ TOOLS

ENGINE
Unity, Unreal Engine 4 & 5

DESIGN SUPPORT
Miro, Google Suite, Adobe Suite, Office Suite, Open Project

SOURCE CONTROL
Github

WIREFRAME
Photoshop, Illustrator, Figma

PRODUCTION
Trello, Open Project

👥 LANGUAGES

French
Native language

English
Fluent | TOEIC 830

🎮 INTERESTS

Rock climbing, Video games, Literature, Figurine painting.