

# ROBIN SEIGNOLLES

## GAME DESIGNER

LOOKING FOR GAME DESIGNER POSITION STARTING JULY 2021

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Residence : France (Open to relocation)

I'm an energetic designer, willing to convey emotions through amazing games !

### EXPERIENCE

#### 2TS - Handler

June - September 2020

- Covering roofs, building frameworks, tiling and insulation.
- Building balconies, floor leveling and fencing (2 to 6 meters high)
- Plasterboards installation and Velux installation.

#### H&M - Versatile employee

July - September 2019

- Shelving products, cleaning, delivery reception and labelling.
- Fitting room management.

### PROJECTS

#### Jivana - Vision owner/Lead GD

October 2020 - Now

- Graduation project, adventure/puzzle game, made with the **Unreal Engine 4**.
- Owner of the **creative vision** and its communication through the team.
- Responsible for the controller design, the game's systems and the narration.
- **Prototyping** and **level scripting**.

#### Lights Orb - Producer/GD

October 2019 - April 2020

*Steam release ongoing*

- 1st person Parkour game, made with the **Unreal Engine 4**.
- Production and playtest **organization**. Preparation for **Steam release**.
- **Controller** and **game systems** design.

#### Atma - Level builder/GD

August 2018 - December 2019

*Released on Steam & Itch.io*

- Adventure game in pixel art, made with **Unity**.
- **Building** and **scripting** levels (gameplay and narration).
- Presenting the game through **events** (Indiecade, Paris - Art to play, Nantes).
- 75 000 downloads in January 2021, with 80% + positive reviews.

### SOFTWARE & SKILLS



Unreal  
Engine 4



Microsoft  
Office



Adobe  
InDesign



Unity



GitHub



Perforce



Confluence



Jira

#### Hard skills

- Writing exhaustive and synthetic **design documents**.
- Designing **systems/features**, adapted to creative intentions.
- **Blueprint** or **C#** prototyping.
- Project **Management**.

#### Soft skills

- Interpersonal communication and public speaking.
- Listening to feedback and giving it.
- Taking action and being proactive.

#### Languages

French - Native

English - Proficiency

Spanish - Notions

### EDUCATION

#### Master's in Game Design & Management

2016/2021 - Rubika Supinfogame, Valenciennes (France)

#### Baccalauréat in Economics (Honors)

2015 - Lycée Paul Cézanne, Aix-en-Provence (France)

### INTERESTS

**Video games** - Big fan of Jet Set Radio, I really like games with a remarkable soundtrack (Persona 5, Katana Zero).

I also like *From Software's* games (Soulsborne, Sekiro), for their well paced battles, and the efficiency of their design.

**Dance** - I like to dance, and share my energy with my friends. I'm closely following the *1 Million dance studio's* activity (korean dancers), and the choreographers Yoojung Lee or Junsun Yoo.

**Music** - I mainly listen to rap music, especially french rap (IAM, VSO, Nekfeu) and video games/films soundtracks such as Jet Set Radio or Spiderman into the Spideverse.