

# ROBIN SEIGNOLLES

## GAME DESIGNER

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Residence : France (Open to relocation)

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

### EXPERIENCE

#### Ankama - Game designer

January - July 2022

- **Releasing** Temporis Retro event (2 february 2022)
- **Communication** with the community, **presentation** on a **Twitch** live.
- Preparation to **future updates** on the Dofus Retro's 2022 roadmap.

#### Ankama - Game designer intern

July - December 2021

- Creation of **game systems** for an **event** on Dofus Retro (**Temporis**).
- **Design** of the experience, **rhythm** and **integration** into database.
- **Narration**, creation of characters and preparation to **translation**.
- Writing a **devblog**, **documentation** on Confluence.

### PROJECTS

#### Jivana - Vision owner/Lead GD

October 2020 - June 2021

Released on [Steam](https://store.steampowered.com/app/1673270/Jivana/)

- Graduation project, adventure/platforming game, made on **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

Released on [Steam](https://store.steampowered.com/app/1673270/Jivana/)

- 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](https://store.steampowered.com/app/1673270/Jivana/) & [itch.io](https://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).
- **85 000 downloads** in january 2022, with **90% positive reviews**.

### SOFTWARE & SKILLS



Unreal  
Engine 4



Microsoft  
Office



Adobe  
InDesign



Unity



GitHub



Perforce



Confluence



Postgre SQL

#### Hard skills

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

#### Soft skills

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

#### Languages

**French** - Native

**English** - Fluent  
Toeic (950/1000)

**Spanish** - Notions

### EDUCATION

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

2016/2021 - Rubika, 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, Orelsan) and video games/films soundtracks such as Jet Set Radio or Spiderman into the Spideverse.