

CHARLES MOEUF-COURTOIS

JUNIOR GAME DESIGNER

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Games

Butterfly Catcher VR 2020

Game Designer & UI Designer

3D VR, Adventure/Exploration, Peaceful, Oculus Rift S

Work In Progress

- Participation in the creation of the first concept
- Design of the cores mechanics : capture and movements
- Design of the macro loop of the game
- Design of the side mechanics : vivarium management, lures, missions and use of currency
- Redaction of the major part of the design documents

Colormania 2019

Level Designer

Digital board game, Strategy/Multiplayer

<https://paic.itch.io/colormania>

- Participation in the creation of the first concept
- Design of 3 levels for 2,3 and 4 players
- Design of 2 mechanics linked my levels
- Communication with the 3D artists
- Implementation of the assets
- Level art for my levels
- Redaction of the level design documents

Re.draw 2018

Game designer & Level Designer

2D Puzzle game, Point'n'click, Cartoonish game

<https://okkoo.itch.io/redraw>

- Design of the two mechanics of the game
- Design puzzles and levels
- Testing of those levels

NCOR 2018

Narrative Designer

Puzzle game, FPS, Story driven

<https://farror.itch.io/ncor>

- Writing of the script, the characters and the dialogues
- Writing of the notes scattered in the game
- Voice recording of the dialogues
- Segmentation of the recorded dialogues

Education

Bellecour Ecole 2017 - 2020 (Lyon)

Bachelor's degree Game Design

- Game Design, Level Design, Narrative Design, UI Design, Rational Game Design

University of Lyon 1 (Reorientation mid-2nd year) 2015 - 2017

STS Licence - PCSI (Physics, Chemistry, Engineer Science)

- Constitution of matter, Thermodynamics, Math, Optic, Electricity

Languages

- French: native
- English : fluent

Softwares

Photoshop, InDesign, G-Suite, Microsoft Suite, Substance Designer, Perforce, Unity, Unreal.

Personal

- Creative thinking and problem solving
- Collaborative and communicative
- Ability to make detailed game documents
- Comprehensive understanding of the video game industry

Interests

Games & Tech Narrative games, Multiplayer game, Virtual reality, Dark Souls

Sports Swimming (10 years at a competitive level)