



# TIMOTHÉ COURTIER

## GAME DESIGNER

### MAIN INFORMATION

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I want to create unique experiences and transmit strong sensations with user oriented design.  
Videogames are a way to share a world with players and make them feel emotions and thrill.

### SKILLS

Native French  
Fluent English (C1)

Google Workspace  
Microsoft Office  
Adobe Photoshop/InDesign/Premiere  
Unity & Unreal Engine  
Git Workflow  
JIRA & Confluence

### CENTER OF INTEREST

Video games : Play to discover and multiply experiences to widen my knowledge and my vision of Game Design.

Board games : A different approach of entertainment. Almost always social and accessibility oriented.

Computer Hardware : Build computers, understand how it works, gather informations and news.

## PROFESSIONAL EXPERIENCE

### October 2022 - 2023 : Game Designer - Aurory

FreeToPlay MMO RPG & Tactic game - Aurory  
- Game design, UX brainstorm & documentation, from high level to combat rational game design, using Confluence & Gsheet  
- Feedbacks on current design, improvements according to the production current bandwidth  
- Processing analytics and community feedbacks to improve product, using JIRA, Figma & Machinations

### September 2021 - August 2022 : Game Design & Tester Assistant (Work-study contract) - Ubisoft

Multiplayer escape game in VR - Notre Dame on Fire  
- Game design iteration & creative briefs for the dev team  
- +50 playtests sessions planned and weekly email with GD & UX feedbacks, Ticket writing & bug database management on JIRA

### 2021 - 2023 : Game Designer freelance Teacher

Realization of +10 weeks of Game Design courses for Bachelor & Master Degree.  
- 'Tools & Tips in Game Design', how to improve designers efficiency with the production team, both in documents and the product.  
- 'Design rationalisation', UX approach and mechanics rationalisation, how to increase document's quality of content and visuals  
- 'Board game', 1 week from finding design to playable prototype.

### February - August 2020 : QA Tester Intern - Focus Entertainment

## PROJECTS

### Equinoxe : January - July 2021 | Lead Game Designer

A Steam released singleplayer contemplative & narrative game with puzzle phases taking place in two mirrored worlds  
- Team of 17 people - Lead game designer of a 4 GD team  
- Game concept, narration document, creative briefs, puzzle mechanics, onboarding, scope poster  
- Complete backlog creation (sprite, sounds, & features lists) with an interactive sanity test on Gsheet  
- Coordination of the team, design iterations and project management, validation through milestones, Steam publishing & monitoring

### Pentabrawl : October - December 2019 | Lead Game Designer

## EDUCATION

### 2018 - 2022 : IIM Video Game - Game Design Master 2 Degree

- 2 proofs of concept as vertical slices (Equinoxe & Pentabrawl)  
- +20 game jams as Producer or Game Designer  
- Game concept, gamefeel, 3C, core pillars, level design, FDNA, gameloop, UX, accessibility, balancing & emotions  
- Unity & Unreal Engine  
- Project management, Backlogs, QA testing  
- Soft Skills : methodology of creativity, teamwork and agility