



QUENTIN PEREIRA

Game Designer

Experiences

 SINCE 2020 - 5 updates
UBISOFT ENGINE - BABEL



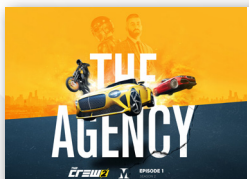
Title update 12 | In charge of the new game mode (Open world)

- Bring a new way to play in the open world
- Flow, create challenges, signs and feedbacks



Title update 10 | Improvements on the main pvp feature

- Flow and accessibility improvements
- Balancing the competitiveness between platforms



Title update 09 | Create content for the pvp feature and rework on the RPG

- Rework of the rpg system
- PvP Playlists creation and balancing

Skills

Game Skills

- Rational Game design
- Gameloops
- PENS
- 3C
- Signs & Feedback
- Balancing progression
- Difficulty curve
- Design Docs
- QA's knowledge

Soft Skills

- Creativity
- Self-sufficient
- Meticulous
- Teamwork

Softwares

Engine



Unity Unreal

Versioning



Git Perforce

Layout



Indesign Powerpoint

Other



Jira Oasis

Languages



English - Professional skills



French - Native

Education



Bachelor Game Design
Gamesup - 2016/2020

Contact



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