

THÉO CASELLI

GAME & COMBAT DESIGNER

PORTFOLIO

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PROFILE

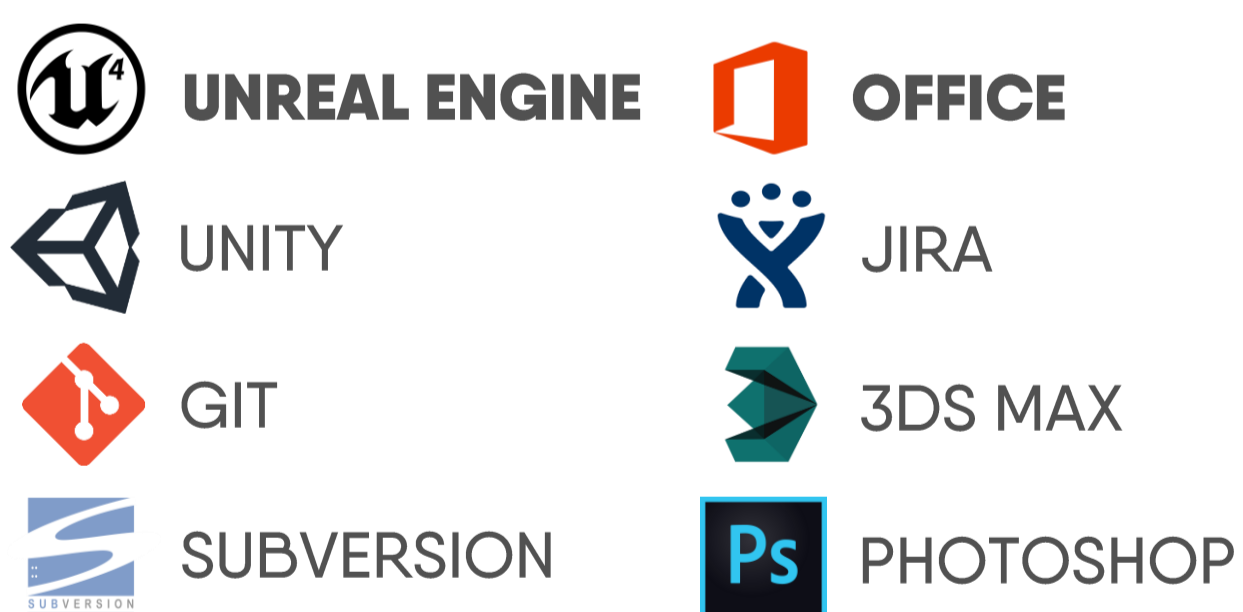
I've been working for **close to 3 years** as a technical game designer specialized in combat from playable characters to boss design. I'm proficient with **Unreal Engine 4** but I'm always open to learn new engines.

My goal is to keep developing my skills as a **Game & Combat Designer** for AA or AAA companies.

PROFESSIONAL SKILLS

- **Fine-Tuning and Balancing** elements to keep them consistent within a defined System.
- **Implementing** different elements of the game by using engine build-in tools.
- **Designing** mechanics and systems by analyzing the needs and intentions of a project.
- **Planning and Evaluating** the development of features during a production.
- **Communicating** with technical and non-technical teams through documents.
- **Quick Prototyping** various mechanics and systems using blueprint or C#.

SOFTWARE



LANGUAGES

FRENCH
Native Speaker

ENGLISH
Fluent

PROFESSIONAL EXPERIENCE

SIFU / Game & Combat Designer

JANUARY 2020 – In progress / SLOCLAP →

Sifu is a **3rd Person beat'em up** made with UE4. You play as a young kung-fu student in their quest of vengeance.

- Character moveset design and in-game implementation
- Bosses design, planning and in-game implementation
- Write documents to exchange with artists & programmers
- Design & full development of secondary features (Tutorial, Training Room, Scoring system etc...)

PROJECT C / Technical System Designer

JUNE 2019 – JANUARY 2020 / DAREWISE →

Project C is a live **open-world multiplayer** online game where players join clans and build societies.

- Character skills/stats design and implementation
- Various feature implementation with network replication
- Balancing and bug fixing in patches

PERSONAL PROJECTS

TOXIC PINK / Producer & Combat Designer

APRIL 2018 – JUNE 2019 →

Toxic Pink is a **3rd Person character action game** made with UE4. You follow Lana, a model for a drink brand and henchman of a mafia.

- Design & Programming of the playable character
- Writing documents to communicate around the project
- Fine-tuning and balancing the combat/character
- Implementation of various elements such as the UI

EDUCATION

SEPTEMBER
2014 – JUNE
2019

GAME DESIGN & MANAGEMENT

SUPINFOGAME RUBIKA – Valenciennes/FRANCE

A **Master degree** focused on design rules, team management, prototyping with various engines and drafting proper documents.

SEPTEMBER
2011 – JUNE
2014

HIGH SCHOOL DIPLOMA

GABRIEL FAURE COLLEGE – Annecy/FRANCE

Degree focused on **literature** and **fine arts**.

INTERESTS

- I'm a huge **Animation** enthusiast. I've attended the Annecy International Animated Film Festival for 10 years straight and I especially have an interest in Japanese Animation. My favorite studios are Kyoto Animation, Ufotable and Production I.G.
- I'm fond of philosophical **Literature** of the 18th century, I also have a guilty pleasure for licentious literature from the same period and English gothic horror/romance of the 19th and 20th century.
- I love **Combat focused game**, with a bit of execution such as Fighting games or Hack'n'Slashes. I'm also very fond of J-RPGs and T-RPGs. Few of my favorite games are Bayonetta, Dragon Quest VIII and Tekken 7.