

# David Delseray-Pousse



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[David Delseray-Pousse](#)



[My Portfolio](#)

Ready to relocate

## Senior Game Designer

I am currently looking for a fulltime job as a **Technical Game Designer, Writer, Level Designer or Producer**.

### Studies & Degrees

**2012-2017 : Game Design & Management Master Degree**

*Supinfogame, Valenciennes, France*

**2012: Engineering Sciences Baccalauréat with Honours**

*Lycée Saint-Joseph, Hasparren, France*

### Professional Experiences

#### Feb 2020 - Current : Senior Game Designer

*Playmagic, PC/Console Game Development Studio, Malta*

My task is to **design mechanics, AI Behaviour, Level Design, Balance Weapons** and **write a tutorial** for the remake of XIII and an unannounced project. I also took part in the **QA** of the game.

#### Jul - Nov 2019 : Game Designer and Producer

*9th Impact, Mobile Game Development Studio, Ireland*

My task was to **design mechanics, UI layouts, design content** and **tutorial** for a **multiplayer online mobile game** based on a **franchise**. I also had to **implement Agile Production processes** among the team and took part in the **QA** of the game.

#### Sept 2018 - May 2019 : Technical & Narrative Designer and Producer

*Self employed with an international team.*

I worked on a project of **Lovecraftian Narrative Horror game (UE4)**. The goal of this project was to **start my own development studio** with the help of publishers. I was in charge of the **Narration, Game and Level Design, Prototyping, QA, Creation of 3D Placeholders and Animations, Creative Direction** and **Team Management**. I **edited a trailer of the game** and worked **with the Sound Designer** to create the **sound and music**.

#### Mars - Sept 2018 : Technical Game Designer & Producer (Internship)

*Gameloft SEA, Mobile Game Development Studio, Vietnam*

My task was to **entirely design games, prototype them via Unity C#**. I was also in charge of the **optimization of the production pipeline** and **manage the production of the game I designed**.

#### Jul - Dec 2017 : Technical Game Designer (Internship)

*Force Field VR, VR Game Studio, Netherland*

My task was to **design mechanics**, implement them via **Blueprint prototyping**, **create and tweak Level Design** for different kind of **VR games and experiences**. I also took part in the **QA** of the games.

#### Jun - Sept 2016 : Technical Game Designer (Internship)

*Lucus and Step In Books, Children Oriented Mobile Game Studio, Denmark*

My task was to **design mechanics**, implement them via **Unity C# prototyping**, **create and tweak Level Design** and **UI** and **translate texts** for different **children oriented VR/AR games and experiences**.

## **Jul - Sept 2015 : Technical Game Designer (Internship)**

*Zeilt Production, Animation Studio, Luxembourg*

My task was to **design mechanics**, implement them via **Unity C# prototyping**, **create** and **tweak Level Design** and **UI** for different kind of **licence based children oriented games**.

## **Jul - Sept 2014 : Narrative Game Designer & Translator (Internship)**

*7ème Cercle, Pen 'n Paper Edition company, France*

My task was to **write scenarii** and **design mechanics** for the two last books of the Yggdrasill series (released). I also **translated** parts of the book X-Corps First Contact (released) from **English to French**.

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## **Student Projects**

### **Oct - Jun 2017 : Technical Narrative Game Designer**

Babylon is my **final year project**, a **VR God Game on HTC Vive**. I **designed mechanics**, **prototyped** them via **Unity C#**, created **Level Designs** and was **in charge of the whole narrative aspect** of the game.

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## **Skills**

### **General**

**Game Design** : Specialty

**Writing** : Specialty

**C#** : Good Level

**Level Design** : Good Level

**Blueprint** : Good Level

**QA** : Good Level

### **Softwares**

**Unity 3D** : Good Level

**UE4** : Good Level

**Office Suite** : Good Level

**Google Suite** : Good Level

**Adobe Suite**: Basics

**Hansoft**: Basics

**Confluence**: Basics

### **Languages**

**French** : Native

**English** : Fluent

**Espagnol** : Good Level

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## **Tastes**

**Video Games** : Different genres, I'm mostly interested in having a strong experience either through the gameplay or the story.

**Pen 'n Paper games** : Many games, home made most of the time, with different universes.

**Music** : Almost any style but mostly Punk, Rock and Metal.

**Travelling** : I love to discover new places and new cultures.

**General Knowledge**: Learn as much as I can on any subject.

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## **Personality**

**In general**: Sociable, Honest, Open Minded.

**At work**: Hard worker, Curious, Autonomous, Open Minded, Versatile.

References on request, I will be happy to answer any questions you may have.