

Théophile Dreux

game designer

Infos



Portfolio [↗](#)

LinkedIn Profile [↗](#)



Native French
Fluent English



Bordeaux (33), France. Can WFH



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Driving license cat. B

Studies

- 2022 | MA in Game Design
CNAM-ENJMIN, French renowned school
- 2020 | Nat. Sup. Diploma in Composition
National Superior Conservatory of Lyon
- 2020 | BA in Musicology
Lyon II "Lumière" University
- 2018 | Diploma of Musical Studies in Piano
Regional Conservatory of Lyon

Artistic experience | my « past life »

- ~25 compositions from solo instrument to great orchestra, including electronic music. Many collaborations with other artists : theater, installations, ...
- Association secretary for 1 year. Echo collective. Concerts and « composition marathons » organisation.

Interests



Performing arts



Architecture & city planning



Cooking

Experience

notion.so/theophiledreux-gamedesign/ [↗](#)



UBISOFT ANNECY 03/22 → 08/22



Riders Republic [↗](#) Proprietary toolsets Wwise
AAA social open world extreme sports game. Seasonal live updates

Intern game designer · 03/22 - 08/22

- ◆ **3C** Vehicle simulations for live updates & BMX DLC (bike, wingsuit...)
- ◆ **UX** analysis. Features design & prototypes (3C, UX & gamefeel)



ENJMIN · MASTER IN GD 2020 → 22

Shocklane [↗](#) 6 students, 3 months | Unreal engine P4v



4 players local racing - combat game. Switch your vehicle element, smash your opponents, and stay in pole position to win the game!

Game designer · 03/21 - 05/21

- ◆ **Gameplay** Original race-n-fight gameloops & game mode. Iterations
- ◆ **3C** Vehicle simulation design + tweaking. Cameras (GP, cine) | **Gamefeel**
- ◆ **Level design** Metrics, grammar, top-down map, blockout, iterations



A.M.M.O. [↗](#) 9 students, 4 months | Unreal Engine P4v

Solo Roguelike FPS. Embody a mage fighting his way out for freedom. Build your bullets to define your own playstyle.

Game designer | 10/21 - 02/22

- ◆ **Systems** Systemic « bullet crafting » : crafting the bullet's behavior
- ◆ **Gamefeel** Weaponfeel generation according to bullet content



PERSONAL PROJECTS



Memes die too [↗](#) Solo, 1 month | Unity Git Fmod

Spread viral memes on the internet. A systemic simulation game made in 1 month for Game Off 2022.

Solo dev : pitch, design, C# programming, UI, art, audio, music · 11/22

- ◆ **Systems** Systemic « virality simulation » : creative game systems



7 Wonders Fan expansion [↗](#)

Board game. Adds parties & traditions

Systems **Balancing**



Article on automatons games [↗](#)

Players create high-level automatons.

Systems **Analysis**

Skills

Software

Unreal Engine & Unity
 Perforce & Git
 Wwise & Reaper
 MS Office power user
 Confluence & Notion

Game Design

3C **Gameplay**
Gamefeel **Systems**
Documentation
Prototyping [↗](#) **UX**
Creative vision

Mindset

Team oriented
 Always learning
 Inclusive
 Creatively ambitious