

# Quentin Deberdt Game designer

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[Portfolio](http://quentindeberdt.com) : quentindeberdt.com

[Linkedin](#)

27 years old

French

Driving license

## Professional experience

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2015 - Current: **Gameloft** - Game designer - mobile F2P- *Spain*

**Minion Rush (iOS/Android)**: *Runner F2P using the intellectual property of Despicable Me*

- Planning and implementing in-game events according to the target and monetization survey
- Designing and implementing new contents (costumes, levels...) for upcoming updates
- Help with debugging and playtest of new features

**NDA**: *Other projects and tasks*

- Benchmarking and competitive analysis
- Participation to brainstorming of new concepts
- Learning and use of F2P economy (calculation of ARPI, market analysis...)

2014: **C.C.C.P.** – Game designer – Serious game – *France*

**Game4Job (iOS/Android)**: *Managing people looking for a job by coaching them and finding job offers*

- Tune the level design and track missing or mismatch contents
- Define the rules of a contest occurring at the same time
- Integrate the partner's content into the game

**NDA (PC)**: *A tangram game to learn about procedures for a healthcare company*

- Polish gameplay and design the tangrams
- Manage demands & feedbacks from the client

**Binge Runner (PC)**: *A 3D PC game targeted at adolescents about alcohol consumption at a party*

- Define the core gameplay
- Do level design of all the levels

## 2013-2014: Freelance/Side Projects

**NDA (iOS)**: Design levels (using in-house editor) for a skill-based puzzle game for **Vigo Universal**.

**NDA (PC)**: Define the content for a prototype of serious game about ecological policies and help with an answer to a call for tenders for **Belle productions**.

2011-2013: **AMA Studios** – Game designer – Kinect games – *Belgium*

**Fighter Within (Xbox One, Ubisoft)**: *Fighting game using Kinect*

- Design main gameplay loops and tune them.
- Design the game's ergonomics
- Define assets for the game (sounds, animations, HUD...)
- Manage playtests and analyze their results

**My coach Self Defence (Xbox 360, Ubisoft)**: *Kinect coaching game*

- Definition of the progression curve and rewards for the game
- Design of brief reflex-based gameplays
- Work on the ergonomics of Kinect's menu

2010-2011: **KTM Advance** – Game designer – Serious game – *France*

**Serious IP (PC)**: *A game to discover the roles and rules of intellectual property*

- Design and make paper prototypes to test it
- Design HUD and navigation for the final product

[V.A.U.G \(prototype on Iphone\)](#): Polish with partners the gameplay of an augmented reality game in an urban environment which offers to discover a particular city. (service, history, tourism)

2009: **Immersive Solutions** – Level Designer – Virtual community – France

[My Stadiums \(PC\)](#): *Virtual community on the football theme*

- Design the mini-games' puzzles
- Place cameras in a 3D environment according to marketing demands

2008: **3Dduo** – Game Designer – MMORPG and Serious game – France

[Leelh \(PC\)](#): *3D MMORPG in a post apocalyptic world*

- Creation of a craft system based of salvage
- Define instance places to bring variety and challenge

## Training

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2006-2010: **Supinfogame** – Game design and management training

Game director degree (Level 5)

## Skills and expertise

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### Game design

- Core and macro gameplay design
- Asset design (animations and visual assets)
- Integration of monetization strategies
- Script integration (LUA, XML)
- Proficiency in one page design method

[Software proficiencies: Office, Photoshop, Illustrator, Visio](#)

### Level design

- Manage the progression's curve (RLD method)
- Basics on 3D level building
- Map documents
- Define NPC behaviors

[UDK, Unity: basics](#)

### Management and communication

- Direct communication with partners and editorial/client team
- Set up brainstorm sessions
- Knowledge of agile methods (XP, SCRUM)

[Software proficiencies: Microsoft Project, Hansoft, Kanban, Trello](#)

### Ergonomy

- Define the user interface (Menus, HUD...)
- Set up playtests and analyze results

### Linguistics

[French](#): Mother tongue, [English](#): Professional proficiency, [Spanish](#): Basics

## Personal interests

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Teaching (game design lecturer at SupinfogameRubika), acting (theater), singing (alone and chorus), writing (short stories), archery.