Olivier Drouet
Senior Game Designer

Mail :
Website :
Linkedin:

EXPERIENCES

06/2012 - Now

Game Designer
DONTNOD Entertainment

VAMPYR
Role: Fight Team Lead
- Communication between Core Team, Designers, Developers, Animators & Artists
- Design of Fight mechanisms
- Design of Enemy behaviors & abilities
- Test & balancing
- Documentation production & update

LIFE IS STRANGE
Role: Level Designer
- Design & scripting of puzzles
- Integration & Debug

REMEMBER ME
Role: Fight Team Member
- Design & scripting of the first two bosses
- Design & implementation of additional game mode
- Fight system balancing and Debug
- Playtests follow-up

12/2007 - 07/2009

QA Lead Tester Assistant
Vivendi Games Mobile

- Team management
- Bugs follow-up
- Bug database management

01/2007 - 11/2007

QA Tester
Vivendi Games Mobile

- Functional tests
- Bug reports

EDUCATION

2003 - 2005

B.T.S Informatique de Gestion
option Développeur d'Applications
***ITIN** (Apprenticeship)*

2010 - 2012

Bachelor Degree
Game Design
ICAN

LANGUAGES

French : *Fluent*

English : *Operational*

COMPUTER SKILLS

Programming Skills
C#, JS, PHP, HTML, SQL, XML

Softwares
Unity, Unreal Engine 3, Unreal Engine 4, Devtrack, JIRA, Perforce, Microsoft Office

INDIE PROJECTS

WAV'EM UP
Role: Designer / Developer
Multiplayer "Billiard-Shoot'Em Up" made with Unity where bullets follow "waves properties"

EXIN
Role: Co-Designer / Developer
3D puzzle-game made with Unity for the Ludum Dare 30 event

BLACKBOX
Role: Co-Designer / Developer
Rhythm game made with Unity and based on its own dedicated controller

ISOCHRONE
Role: Developer
Synchronization game for 1 or 2 players made with Unity

DEADPIXELS
Role: Co-Designer / Developer
Competitive and cooperative game-installation for 3 to 9 players

REFERENCES

Maxime CLAVIER, Producer at DONTNOD Entertainment

MISCELLANEOUS

*Board games (Mage Knight, Twilight Imperium, King of New York, etc.),
Role-playing games (Star Wars, Vampire: The Masquerade),
Reading (Books about Strategy), Music (Rookie bass player)*