



CHRISTOPHER MICHIELS

GAME DESIGNER

👤 23yo

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🌐 Chris-Michiels.fr

⚙️ SKILLS & SOFTWARES

DESIGN

Design Documents & FSO
Mission Design Document
Rational Game Design
Rational Level Design
Scripting / Blueprint (UE4)
Signs & Feedbacks
Prototyping & Balancing

ENGINE

Babel Engine (Ubisoft)
Unreal Engine 4
Unity
In Game Editors:
Trackmania
Arma III

DOCUMENTS

Microsoft Office Excel
Microsoft Office Word
Microsoft Office Powerpoint
Microsoft Office Visio
Adobe Photoshop & InDesign

PROJECT MANAGEMENT

Jira
Perforce
Trello
Google Drive Tools

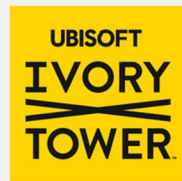
LANGUAGES

French: Native
English: C1 level

🎮 HOBBIES

Motorbike
Music / Piano
Hardware
Video Games
Role Playing Games
(mainly GM)

📁 WORK EXPERIENCE



UBISOFT
IVORY TOWER
Apr 2018 -
Now

👤 FEATURES GAME DESIGNER

📁 The Crew 2 - Arcade Racing

↳ Game Design Document, FSO, Prototyping, Balancing, Features creation & tracking



OBJECTIF 3D
GAME
Sept 2017 -
Apr 2018

👤 STUDENT GAME & LEVEL DESIGNER

📁 Fusion - Action TPS in Coop

↳ Game Design Document, UI Design, Game System, LD Patterns, Signs & Feedbacks, Scripting



MONTPELLIER
3M
Oct 2017 -
Nov 2017

👤 GAME, LEVEL & UI DESIGNER

📁 Squid'Ink - Versus

↳ Game Design, Level Design, UI Design, Scripting, Team leading, Communication with customers



OBJECTIF 3D
GAME
Feb 2017 -
Jun 2017

👤 STUDENT GAME & LEVEL DESIGNER

📁 Black Rift - FPS & Puzzle (VR)

↳ Game Design Document, Tutorial, LD Patterns, Level Design, Balancing, Scripting

🎓 EDUCATION

> 2014 - 2018 | Objectif 3D - Montpellier, France
Game/Level/Mission Design & Game Art
Diplôme RNCP niveau III - Infographiste 3D

> 2011 - 2014 | Lycée Victor Hugo - Gaillac, France
Diplôme national du baccalauréat scientifique