



# CHRISTOPHER MICHIELS

## GAME DESIGNER

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### Skills and Tools

#### Design

Game Design Documents  
Rational Game & Level Design  
Multiplayer game design  
Game systems  
PvE & PvP systems design  
Technical Game Design  
Prototyping & Balancing  
AI design & tweaking  
3C design

#### Engines

Babel Engine (Ubisoft IVT)  
Unity  
Unreal Engine 4  
Blueprints scripting

#### Documents

Microsoft Office suite:  
Word / Excel / Powerpoint / Visio  
Google Drive tools  
Adobe Photoshop  
Miro

#### Project management

JIRA  
Trello  
Perforce  
Github

### Languages

#### French

Native

#### English

Fluent in both writing  
& speaking

### Work Experience



#### Game Designer - Ubisoft

April 2020 - Now

- Unannounced project still under NDA
- Writing of technical documents
- PvP systems design & prototyping
- PvE difficulty design & balancing



#### Live Game Designer - Ubisoft Ivory Tower

April 2018 - April 2020

- Live updates & DLCs of The Crew 2 (arcade racing)
- Writing of technical documents (GDD & FSO)
- PvE & PvP systems design
- Prototyping & balancing, 3C Design



#### Student Game & Level Designer - Objectif 3D

September 2017 - April 2018

- Final year student project: Fusion, a co-op TPS
- Writing of technical documents, game systems & LD patterns
- Level Design of a whole level, UI design
- Player movements design (3C), from prototype to final balancing

### Education



#### Objectif 3D Montpellier - Game & Level design study

September 2014- April 2018

- 4 years video game development school
- Game, Level & Mission design specialization
- Game Art
- Degree: Titre RNCP niveau 5 - Infographiste 3D

### Hobbies



Role Playing  
Games



Tabletop  
Games



Video Games  
(RPG, Racing,  
Sandbox)



Music and  
Piano



Motorcycle