



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 behavior & difficulty
3C design

Engines

Babel Engine (The Crew)
Voyager (BGE2)
Unreal Engine 4
Unity
Visual Scripting in various engines

Documents

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

Project management

JIRA
Trello
Perforce

Languages

French

Native

English

Fluent in both writing
& speaking

Work Experience



Technical Game Designer - Ubisoft Montpellier

March 2022 - Now

- Designer on Beyond Good & Evil 2 (action RPG)
- Writing of technical documents
- Prototyping & Data integration
- 3C Design



Game Designer - Ubisoft

April 2020 - March 2022

- 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
- PvE & PvP systems design
- Prototyping & balancing, 3C Design

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