



# CHRISTOPHER MICHIELS

## TECHNICAL GAME DESIGNER

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### 🔧 Skills and Tools

#### Design

Game Design Documents  
 Technical Documents  
 Core gameplay systems design  
 PvE & PvP systems design  
 Live updates on GAAS titles  
 Prototyping & Balancing  
 AI behavior  
 3C design  
 Data integration  
 Visual scripting

#### Engines

Unreal Engine 4 & 5  
 Unity  
 Babel Engine (The Crew)  
 Voyager (BGE2)  
 Used to work on data-driven engines and visual 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



#### Technical Game Designer - Ubisoft Montpellier

March 2022 - Now

- Technical Designer on Beyond Good & Evil 2 (action RPG)
- Writing of design & technical documents
- Data integration, prototyping & balancing
- Visual scripting
- AI design & balancing
- 3C Design



#### Game Designer - Ubisoft

April 2020 - March 2022

- Unannounced project still under NDA
- Writing of design & technical documents
- Data integration, prototyping & balancing
- PvP & PvE systems design & prototyping
- AI design & balancing



#### Live Game Designer - Ubisoft Ivory Tower

April 2018 - April 2020

- Live updates & DLCs of The Crew 2 (arcade racing)
- Writing of design & technical documents
- PvE & PvP systems design
- Data integration, 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