



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

Professional skill (C1)

Work Experience



Technical Game Designer - Ubisoft Montpellier

March 2022 - Now

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



Game Designer - Ubisoft Ivory Tower

April 2020 - March 2022

- Production of "The Crew Motorfest" (Arcade Racing)
- Writing of design & technical documents
- Data integration, prototyping & balancing
- PvE/PvP 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