

CHRISTOPHER MICHIELS

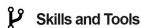
TECHNICAL GAME DESIGNER

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Design

Game Design Documents **Technical Documents** Core gameplay systems design PvE & PvP systems design Live updates on GAAS titles Prototyping & Balancing Al 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
- Al design & balancing
- 3C Design

UBISOFT IVORY

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
- PvP/PvP systems design & prototyping
- Al design & balancing

UBISOFT

IVORY

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

33D

Objectif 3D Montpellier - Game & Level design study

September 2014-April 2018

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





Role Playing Games



Tabletop Games







Video Games (RPG, Racing, Sandbox)

Music and Piano

Motorcycle