

PAUL LEDUC

GAME DEVELOPER

I'm a passionate Game creator who wishes to work with other great video game developers sharing the same goal : creating together games we and players will love.



CONTACT INFORMATION

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📍 Nice, France

🌐 www.paul-leduc.com

PROFESSIONAL EXPERIENCES

IT Engineer

AMADEUS IT GROUP - VILLENEUVE LOUBET
MAY 2019 TO PRESENT

- Development of new features on passenger recovery Amadeus service.
- Review product specification and implement new code (Python, TypeScript) and support functional validation.
- Handle production incidents and implement fixes to solve them.

R&D Engineer

KLEE GROUP - LE PLESSIS-ROBINSON
NOV 2018 TO APR 2019

- Development and maintenance of a COM-DCOM script engine JavaScript/C++
- Tests, issue solving and improvement of softwares performance.

Game Developer

INDEPENDENT - RENNES
JUN 2018 TO SEP 2018

- Creation of the arcade video game " Save Wolfy ", available for PC and Android.
- Work on all the aspects of the game: Design, programming, art, audio, FX, project management, UI, tests.
- Development on Unity 3D in C#

Intern Game Designer

ANKAMA GAMES - ROUBAIX
SEP 2017 TO MAR 2018

- Work on the PC and mobile MMORPG game "Waven".
- Design and documentation of game's experience and elements.
- Creation and balancing of the player progression system.
- Gameplay prototyping and implementation.

PROJECTS

Fear Valley VR

APR 2017 TO JUN 2017

- Virtual Reality horror game developed on Unreal Engine 4 and HTC Vive with a 3 person team.
- Game Design, Level Design, Level Art.

Time Trial

JAN 2017 TO MAR 2017

- Action versus PC game created for the Montreal Ubisoft Game Lab Competition.
- Development on Unreal Engine 4 in a 8 person team.
- Game Design, Level Design, graphic and Level Art.

Project W.H.O

OCT 2016 TO DEC 2016

- Platform/adventure PC game developed on Unreal Engine 4 in a 3 person team
- Game design, level design and project management.

EDUCATION BACKGROUND

Video Game Design Master Degree

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI (UQAC)
2016 - 2017

- Game Design
- Programming
- Level Design
- Project Management

Computer Science Engineering Degree

INSTITUT SUPÉRIEUR DE L'ELECTRONIQUE ET DU
NUMERIQUE (ISEN)
2014 - 2017

- Programming
- Computer Science
- Advanced Mathematics
- Project Management

PERSONAL SKILLS

- Expertise in use and application of game and level design theories: PENS, MDA, theory of flow, risks and rewards mechanisms
- Strong Relational
- Creative mind
- Adaptability
- Analytical thinking
- Design, technical and artistic background
- Large video game knowledge and interest

TOOLS

Game Engine

- Unreal Engine 4
- Unity 3D

Versioning

- GitHub
- Perforce

Bug tracking / project management

- Youtrack
- JIRA
- Bugzilla
- Mantis

Art, design and documentation

- Twine
- SkechBook
- Photoshop
- Microsoft Office

INTERESTS

- Travelling
- Sports: I'm a black belt in Judo and I love sailing sports
- Music: I'm playing Drum and Piano
- Gastronomy
- Video games, both as a player as a creator

PROGRAMMING

C++, C#, JavaScript, Python, LUA, TypeScript

LANGUAGES

French - Native
English - B2 Level