



**VALENTIN
CAPITAINE**
GAME DESIGNER

+33 607 769 124 (FR)

valentin.capitaine@outlook.fr

valentin-capitaine.fr

PROFILE

Hello, I'm a Junior Game Designer with a 2 years of professional game industry experience.

Organized, rigorous, creative and curious, I am passionate about video games and a gamer before all else.

My goal is to design games & worlds that provide fun, innovative and memorable experiences for the players.

I already worked with many designers, programmers and artists, from small to AAA sized teams and projects.

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EXPERIENCE

JUNIOR GAME DESIGNER

Ubisoft Montpellier | Jul 2018 - Jun 2020

Beyond Good & Evil 2 - Action-Adventure Space Opera Game - TBA

Ghost Recon Breakpoint - Tactical Shooter Game - PS4, Xbox One, PC

GAME DESIGNER

Supinfogame Rubika | Oct 2018 - Jun 2018

En Garde! - Swashbuckling Action-Adventure Game - PC

Best Student Game: **Ping Awards** 2018, **IGF** 2019 Finalist, **Grads in Games** 2019

DEVELOPMENT TESTER

Spiders | Jun 2017 - Sep 2017

GreedFall - Action Role-Playing Game - PS4, Xbox One, PC

Tracking bugs, creating test plans and roadmap, feedback about GD, LD and Quests.

EDUCATION

MASTER'S DEGREE - GAME DIRECTOR

Supinfogame Rubika | 2015 - 2018

Graduated with a Master's Degree in Game Design & Management

from Supinfogame Rubika, a video game school in France.

TECHNOLOGICAL DEGREE

IUT de Troyes | 2013 - 2015

Graduated with a Technological Degree in Multimedia and Internet

as a Web Developer Front-End, from a University in France.

FRENCH SCIENTIFIC BACCALAUREAT

Lycée Paul Verlaine | 2013

Graduated with a French S. Baccalaureat in Engineering Sciences,

from a High School in France.

LANGUAGE SKILLS

Born in **France**. Learned **English** in studies and travelling.

Visited countries: United States, United Kingdom, Germany, Spain...



SKILLS & SOFTWARES

Game Design: 3C, System, Combat, AI, Gameplay, Balancing

Documentation: RGD, GDD, MLD, FSO, Flowcharts, Technical Docs

Level Design: RLD, Blockout, Level Building, Scripting

Others: Rapid Prototyping, Dev. Testing, Playtest Coordination

Softwares: Word, Excel, PowerPoint, Visio, Adobe Creative Suite

Engines: Unreal Engine 4, Unity, Anvil, Voyager, Silk, RPG Maker

HOBBIES

Video Games, especially **Action-RPGs**

Tabletop RPGs and **Miniature Wargames** (W40K)

Streaming and watching **e-sport** tournaments

Web Development for personal websites

Collecting things: Games, Books, Comics...

FAVORITE GAMES

World of Warcraft (+20.000 Achievements)

The Elder Scrolls (series), **The Witcher 3**

Dark Souls (series), **Sekiro**, **Bloodborne**

Divinity Original Sin 2, **Star Wars KOTOR**

BioShock, **Dishonored** (series), **Prey** (2017)