

Florent Assié

Game Designer

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Always dedicated to bring Game Design to the next level, Creative Game Designer experienced at shifting ideas to prototypes and content.

EXPERIENCE

Game Designer and Co-Founder - *HARPGames*

January 2018 - Present

- Production of Game Design Document from the concept to the final Game Design Document
- Prototyping game ideas and gameflow.
- Design UI/UX
- Creation of tools to help balance the gameplay and the economy.

Link :

- [Store IOS](#)
- [Store Android](#)

Game Designer / Level Designer intern - *Green Ice Games*

July 2014 - December 2014

- Level design, mission design
- Lore research and design of non playable characters
- Core gameplay concepts and balancing

Link :

- [Store Steam](#)

EDUCATION

Rubika Supinfogame — Master's Degree

July 2012 - July 2014

Video Game & Project Management

Studio M — Bachelor's Degree

September 2007 - June 2010

3D Modelling & Animation

SKILLS

- Gameplay & System Design
- Feature design
- Content Design
- Analytics
- Live Ops
- QA
- Documentation

SOFTWARES

- Office & Google Suits
- Adobe Suite
- Maya / 3DsMax / Blender
- Trello / Perforce
- SourceTree

LANGUAGES

- English : Fluent
- French : Native

HOBBIES

- 3D Printing
- Pixel Art
- P&P RPG