

Jules Perez

Game Designer

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EXPERIENCES

Game Designer **Sloclap** *Fixed Term* *June 2022 -> June 2023*

I worked as a polyvalent designer on Sifu and an unannounced online multiplayer project.

Game & Level Designer **DisChan** *Fixed Term* *- September 2021 -> May 2022*

I was the main Game Designer for Mahou Arms, a 3D action RPG.

Producer & Game Designer **ReWorld** *Internship* *February 2021 -> March 2021*

Prototype designer and producer in an International team between USA, France and Canada.

EDUCATION

Master Game Design **Isart Digital** *2017 -> 2021*

Formation: Game Design, Level Design, User Experience.
Multiple Projects: Puzzle Game VR, Open world, etc...

PERSONAL PROJECTS

Always Blue above

An online 1v1 semi realistic dogfighting game.

Gravity Gun

A Platforming FPS focused on removing the notion of Up and Down

ALTeRNA

A One Button Game Bullet Hell for mobile.

SKILLS

Design

Office Pack, Photoshop, Adobe XD, Illustrator

Development

Unity, UE5, Git, Perforce, Jira

Other

Blender, Reaper

Language

French: Native

English: Professional
(C1 Level, TOEIC 2019)

Interest

Boxing

Arts

Aviation

FPS

Learning Japanese