



Léo CUSSENE

Technical Game Designer Junior

CONTACTS

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🌐 Léo Cusserne

SOFT SKILLS : Organized - Altruistic - Open Minded

LOOKING FOR : An internship or a first job as a Technical Game Designer in a III or II game developpement studio

SKILLS

GAME ENGINES

Unreal Engine

- Scripting
- User Interface
- Multiplayer
- Artificial Intelligence
- Debugging

Unity

- Scripting
- Debugging
- User Interface

LANGUAGES

- Blueprint
- C#
- C++
- Python

GAME DESIGN

- System Design
- Documentation
- Level Design

PRODUCTION

- Git
- ClickUp
- SVN

LANGUAGES

French - Native

English - Intermediate

DEGREES

Bachelor - Game Design & Producing

GameSup 2020 - 2024

BAC STI2D - SIN

Lycee Louis Armand 2018 - 2020

EXPERIENCES

TECH GD | Cuistory | May - June 2023

Adventure / Cooking | Unreal Engine 5 | 4 Weeks

- Cooking Minigames | Blueprint, Timelines
- Dialogue system | Blueprint, Widgets, Data Tables
- Documentation | Draw.io (UML, Flowchart)
- Debug | Breakpoints, DebugLog
- Git management | TortoiseGit

TECH GD | Anam | October 2022

Action Platformer | Unreal Engine 5 | 3 Weeks

- Wall grab / Wall Jump | Blueprint
- Camera panning | Blueprint
- Puzzle elements with light detection | Blueprint
- Save & Checkpoints | Blueprint
- Git management | TortoiseGit

TECH GD | Chempire | May - June 2022

City Builder / Management | Unreal Engine 5 | 5 Weeks

- Buildings | Blueprint, Nav Mesh
- Happiness and ressources | Blueprint
- Debug | Breakpoints, DebugLog
- Game Design / Documentation | YEd, Draw.io, Excel
- Git management | TortoiseGit

TECH GD | Premier rempart | Dec 2021

Tower Defense | Unity | 2 Weeks

- Turrets | C#, Prefabs
- Wave Manager | C#, Programable Objects
- Git Management | GitHub Desktop

HOBBIES

Game Prototype Developpement

VR Games | Multiplayer | AI

- VR MMORPG - Unreal Engine 5
- VR Rogue-Lite - Unreal Engine 5

AI | Parkour Mechanics

- Infiltration parkour game - Unity & Unreal Engine 5

Politics & Philosophy

Debates

Video Games

GRIS - Nomada Studio - 2018