Franck Morgand
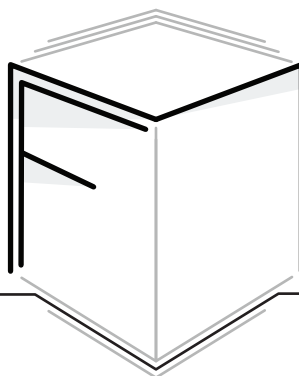Birth : June 12 1995
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Game Designer

SKILLS

Game Design
Rational game design
Writing design documents
Analysis and design of game mechanics

Development
Unity : C# / JavaScript

Language
English
French

Graphics
3D modeling
3D texturing

Software

High skill   Medium skill

CERTIFICATE & DEGREE

2016 - 2018
Master Game Design, ICAN - Paris
Unusual device focus (VR, AR, Arduino, Geolocalisation), Monetization

2016
Toeic and Toefl english certifications
985 / 995 (Toeic) - 89 / 120 (Toefl)

2013 - 2016
Bachelor Game Design, ICAN - Paris
Game design, prototyping, development, Graph 2D/3D

2010 - 2013
Architect assistant, Bac Pro
Lycée Jean Baptiste Corot, Beauvais

PROJECTS

Pimp My Pet | Mobile game
Game designer

Design & balance of the game economy
Analysis of analytics data and balance/GD adjustements

Gaze | Hybride board game / video game
Game designer, Level designer/builder

Rationalization and analysis of difficulty parameters linked to the level design
Design and crafting of the game board
Testing and adjustment of the gameplay

Flowers of Life | Ecosystem management game
Game designer, Developer Unity (C#)

Gamification of a system by analysis of the system's tension
Programming of primitive animal like IA
Systemic design

PROFESSIONAL EXPERIENCES

January 2017 - Now
Vyde Entertainment | Game designer & developer

Defining game design intention
Keeping intention integrity
Development for mobile devices

September 2017 - Now
While true Play | Game designer

Design of interactive experiences
Creation of dedicated game controller / installation

June - September 2016
Virtualis (Therapeutic VR) | VR developer intern

Development for Oculus and HTC Vive
Programming of Crowd IA
Integration and blending of Animation (Mecanim)

PERSONAL INTEREST
Architecture - Astronomy - Video games (FTL , Fallout , DotA 2)
Game jam - Arduino prototyping - Tinkering and contraption crafting