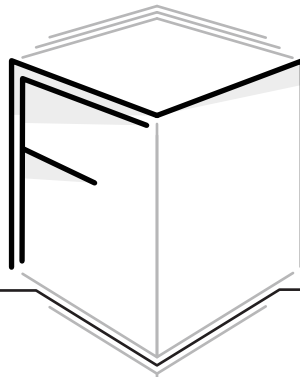


## Franck Morgand

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  
Unreal : C++ / Blueprint

### 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

**5 Feet Blob & Make It 10 | Mobile games**  
Game designer & Development

Game Design and Balancing  
Creation & development of basic game systems  
Review & Optimization of outsider code

**Pimp My Pet | Mobile game**  
Game designer

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

**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

## PROFESSIONAL EXPERIENCES

Mars 2022 - Now

**VLV Studio (Voodoo) | Technical Game Designer**

Adaptation of dev workflow based on project's game design  
Creation of development tools / low level system  
Design of retention mechanics depending on game needs

Contract based

**ICAN, Efrei | Game design & development teaching**

Introduction to Game design & Unity Development  
Game design for mobile game

January 2017 - Mars 2022

**Vyde Entertainment | Game designer & developer**

Defining game design intention  
Keeping intention integrity  
Development for mobile devices

## PERSONAL INTEREST

Architecture - Video games ( FTL , Outer Wilds, Disco Elysium ) - Photography  
Game jam - Arduino prototyping - Audio synthesis - Tinkering and contraption crafting