Guillaume
KERIVEL
Game Designer

I have always been passionate about problem solving and love working in a team, working for others motivates me even more. Creating games gives me the opportunity to combine these two elements at work. I am motivated to face new challenges and keep learning.

CONTACTS

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PASSIONS

Sport

I have played competitively :
- **Tennis**
- **Football**
- **Handball**
- **Rugby**

Cinema

My favourite directors :
- **Christopher Nolan**
- **Guy Ritchie**
- **Stanley Kubrick**

My favourite movies :
- **Her**, Spike Jonze
- **The Dark Knight**, Christopher Nolan
- **Lock, Stock and Two Smoking Barrels**, Guy Ritchie

Video games and Board games

My favourite video games:
- **The Last of Us**, Naughty Dog
- **League of Legends,** Riot Games
- **God of War (2018),** Santa Monica Studio

My favourite board games:
- **Root,** Cole Wehrle
- **Dune Imperium,** Paul Dennen
- **Cyclades,** Bruno Cathala & Ludovic Maublanc

EXPERIENCES

2023-2025

2 years

Personal production by Hats and Guns | Paris

- Hats and Guns is a **roguelike deckbuilder** set in the Wild West.
- I am **co-author** of this project, **Producer**, **Game designer**, QA, etc.
- I lead a team of **7 people**.
- The **Steam demo** for Hats and Guns is now available.
- The game is scheduled for release in the **first quarter of 2026**.

2023-2023

8 months
6 months internship
2 months CDD

Technical Level Designer | Artefacts Studio, Lyon

- I Worked on *Crown Wars : The Black Prince* as level designer.
- More specifically on the **procedurally-generated** secondary missions.
- I had to create **credible and interesting biomes** (villages, camps, castles, etc.) for each generation.
- I also helped **design** some of the **procedural system's features**.
- My main task was to **create and implement data presets** respecting the LD rules already defined to obtain the desired environments.
- But also to **implement 3D assets** in these presets and to create new prefabs using existing assets.

2019-2023

4 years

Bachelor Game Design | Bellecour Ecole, Lyon

- Learning the **methods and concepts** used to design a video game (complete Game Design Document produced)
- Production of a **final year project on Unity** : a 2.5D action game where you play as a viking destroying everything in his way
- Production of several games
- Learning the basics of different video game professions

SKILLS

Soft skills

- Pedagogue, communication, teamwork
- Ability to federate, leadership
- Curious and open-minded
- Enthusiastic, motivated and quick learner

Hard skills

- **Prototyping** : Programming in C# and Blueprint
- **Mechanics and system design** : Production of technical and conceptual documents
- **Quality Assurance** : Testing and reporting of bugs

Software

Unity   **Unreal Engine**   **Photoshop**   **Office**   **Git Hub**

Languages

 French fluent   English B2 level