

# Louis Lefebvre

Generalist Game designer

Looking for a job as a Game designer



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French (native)

English (fluent / professional)



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## Skills

- System Design
- Game Design
- Combat Design
- Content Design
- Playtest management and & Analysis
- Specs and Game Design documentation

## Softwares

- Unity
- C#
- UE4/Blueprint
- P4V
- Trello
- Gitkraken
- Microsoft office
- Adobe suite

## Expériences Professionnelles

### Game designer at *Novaquark* : NDA Projects

July 2023 - Ongoing

- **Game design documents** and spec writing.
- **Unreal 5 prototyping** via Blueprint.
- **Teamwork and communication** with various **international** teams.
- **Creating balancing tools** via Excel or Google sheets.
- **Design** of flexible **systems** and their **content**.
- Feature team **management**.
- Design and prototyping of **AI** and **enemies**.
- Various **Gamemodes** design

### Stage Game design *Ishtar Games* : Lakeburg Legacies

June 2022 - September 2022



[Link](#)

- **Game design documents** and spec writing.
- **Balancing** within **Unity** and use of **Excel**.
- **Playtest** and data **analysis** during a **closed Beta**.
- **System Design**.

### Stage Documentation : Pumpkin jack

July 2019



[Link](#)

- **Game Design Documents** writing.
- Document writing to **search publishers** (Square Enix Collective etc...).

### Boardgame : La Sixième collection

October 2018 - June 2019

Self published and printed game.

## Scholarship

**2021-2023**

Master of Game Design at Rubika Supinfogame

**2018-2021**

Bachelor of Game Design at Rubika Supinfogame

## Passions

- Singing
- Swimming
- Boardgames
- MTG (EDH)
- Warhammer AOS