

MARC MANUELLO

Senior Game Designer

Living in Oxford, United Kingdom

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Portfolio: www.shiftyweb.net

Creative and ambitious, I am determined to deliver memorable experiences with the potential to define new trends and to inspire future generations. Trusted team player with strong communication skills, I enjoy fast iteration and problem solving with a keen eye for details and originality. Technically competent, able to use various engines, I am self motivated learning and adapting in a short period of time.

Professional Experience

Lead Game Designer ▪ **Climax Studios** – Portsmouth, United Kingdom October 2014 – Present

- **RiftStar Raiders** – Playstation 4, Xbox One and PC, Top down Online multiplayer space shooter
 - Lead Designer in a team of 18 including 3 other designers to manage
 - Designing core systems, features and AI behaviours
 - Writing and maintaining briefs, specs and flowcharts documentation
 - Creating levels, implementing content and overall game balancing in Unity3D
- **Bandit Six Salvo** – Playstation VR, Oculus Rift and Samsung Gear VR, First Person Shooter
 - Principal Designer of the project in a team of 7 during Vertical Slice production
 - Defined Game Mechanics, Balanced the whole game
 - Wrote up overview and specifications documents
 - Integration of levels and their content in Unity3D

Game Designer ▪ **Headstrong Games** – London, United Kingdom May 2013 – May 2014

- **Pokémon Art Academy** (3DS, Art Training) & **Art Academy** (Wii U, Art training)
 - Features and Systems design including mockup creation and wiki documentation
 - Content scripting using in-house engine
 - Focus-tests sessions main coordinator on both projects
 - Took part in multiple pitch writing and presentation

Game Designer ▪ **Climax Studios** – Portsmouth, United Kingdom Jan – Sep 2012

- **Smart As...** - Playstation Vita, Social brain training
 - Content creation for a collection of 20 mini games
 - Score curves balancing for every difficulty levels of each games
 - Kismet scripting and media integration mostly for the sounds, voices and UI elements
 - Kept documentation up to date from concept to wiki

Game Designer ▪ **Ubisoft Montpellier Studios** – Montpellier, France Apr – Sep 2011

- **ZombiU** – Nintendo Wii U, FPS survival horror
 - Creation of player weapons and enemies (AI) from high concept to integration
 - Integration and prototyping using Ubisoft's in-house engine (LyN)
 - Assisted programmers in the creation of design tools
 - Design of the whole social feature (connexion between the game and a Facebook app)
- **Tintin and the Secret of the Unicorn** – X360 PS3 Wii and PC, Platform adventure
 - Design, implementation and balancing of the 2P mode's reward and economic systems
 - Assisted programmers in the creation of integration tools
 - Defined the price and spreading of unlock-able elements throughout all the levels
 - Supported the QA team by taking part to the organisation and coordination of focus-tests

Previous Experience

2007 – 2011

Blocks That Matter, XboxLive PC Mac, Platform Puzzle – **Swing Swing Submarine**, Montpellier, France (1 month)

Imagine Town, Web browser F2P MMO – **Ubisoft**, Paris, France (3 months)

Plus Belle la Vie DS, Nintendo DS, Point & Click text adventure – **Bip Media**, Toulon, France (3 months)

Wooz World & other projects, Web browser video games for children – **Tribal Nova**, Montréal, Canada (3 months)

Teaching Experience

Game Design Lecturer ▪ **SAE Institute** – London, United Kingdom

Feb 2013 – Apr 2014

- Occasional lectures to 1st and 2nd year BSc Hons Games Development Degree students.

Skills

Design	3Cs, Rational methods for Game and Level design System design and balancing (learning curve, difficulty, score) Content creation and implementation Signs and Feedbacks, UI layouts and Accessibility Focus-test coordination, Planning and team management
Production	Microsoft Office, Visio ▪ Mind mapping tools (XMind, OmniGraffle)
Engines	Unity 3D ▪ Unreal engines (Blueprint & Kismet scripting)
Development	JavaScript, C, Flash ActionScript ▪ XML, PHP, HTML
Art	Photoshop, Illustrator ▪ 3DS Max, SketchUp
Teamwork	Perforce, SVN ▪ JIRA, Mantis, Hansoft, Trello ▪ SCRUM agile methodology

Education & Student projects

Master degree in Game Design - with honours

2009 – 2011

ENJMIN (French Graduate school of game and interactive media) – Angoulême, France

Courses include programming, art, management and sound design.

Award winning projects:

- **Beyond** awarded Best Art Direction by Playsoft at **Paris Games Week 2011**.
- **Coypu Space Rumble** awarded SACD GDC prize at the **e-Magiciens 2010**.
- **Hot and Cool** won the ECO PSE 2009/2010 game contest.

Bachelor degree in Interaction Design for Games and Media - with honours

2008 – 2009

Paul Valery University – Montpellier, France

Associate degree in Multimedia and Movie production - with honours

2006 – 2008

Université du Sud Toulon Var – Toulon, France

Miscellaneous

Languages	French: native language ▪ English: fluent ▪ Japanese: 3 years, preparing a JLPT N3
Indie Dev	Strong interest in Game Jam events and other forms of Indie Game experimentation. Currently working on a small mobile puzzle game during my free time.
Interests	Video game history and game dev trivia. Retro, Modern and Board gaming. High Tech enthusiast. The Japanese culture in general. Playing guitar. Love to travel and meet people through the Couch Surfing experience. Martial Arts and Rugby among other sports.

References available upon request