

Lucien Parent-Santarelli

Gameplay and System Designer

Experience

2026 - Today

Umanaïa

Gameplay Designer

- Led dev team to ship features
- Prototyped AAA Gameplay features
- Designed RPG combat systems

2024 - 2026

Gameloft Montreal

Gameplay Designer AA DnD Project (PC / Console)

- Partial Owner of the gameplay for an open world adventure game
- Designed Progression systems
- Designed and prototyped gameplay interactions

2022 - 2024

Vagabond Interactive

Game Designer (Vetrix Worlds)

- Designed 25 puzzles for the campaign
- Setup a rational design tool as a balancing method
- Created and maintained the design documentation

2020 - Today

Neovia

Vice President (Non Profit Organisation)

- Public speaking in front of +5000 attendees
- Setting up the missions of the association
- Managing the task of each volunteer (70+)

Education

2020 - 2024

ISART Digital (Paris and Montreal)

Master's degree - Game Design

2020 - 2022

Fine Arts of Paris

Infography and Art direction

Contact

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Hard Skills

- Game Design
- Balancing
- Documentation
- System Design

Soft Skills

- Communication
- Interdisciplinary Coordination
- Workflow
- Public Speaking

Tools



Unreal 5



Unity



Creative Cloud



Figma



Jira / Confluence



Excel

Language

- French (Native)
- German (B1)
- Japanese (N5)
- English (C1)

Activities

- TTRPG Game Maker (5 years)
- Dance (8 Years)
- Writing (10 Years)
- Acting (4 Years)
- Public Speaking (4 Years)