

LUCIEN PARENT-SANTARELLI

GAME DESIGNER (GD / UX)

I'm Lucien, a game designer based in Montréal.

I'm a very social developer with a focus on **UX Design and Gameplay Design**, skills which I developed both in school and in professional contexts.

I'm currently a **Combat Designer at Vagabond Interactive**, at which I participated in the creation of **3 professional video games as a designer**.

[Mail](#)

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EXPERIENCES

VAGABOND ————— Nov 2022 - May 2024

Combat designer (unannounced project) — (5 Months)

- Designed AI behaviour trees
- Tweaked combat and 3C in engine
- Designed combat flow and loop

System designer (unannounced project) — (5 Months)

- Designed systems for a resource management loop
- Tweaked combat and 3C in engine
- Designed combat flow and loop

Puzzle designer ([Vetrix worlds](#)) ————— (1 Year)

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

NEOVIA ————— Nov 2020 - Today

Vice-President (non profit organisation)

- Public speaking in front of +2000 attendees
- Setting up the missions of the association
- Managing the task of each volunteer (70+)

PROJECTS

Solstice (Graduation Project) ————— (8 Months)

- Extensive Camera Work
- Project management
- Designed and documented most of the project

Atomania (Mobile Free to play) — (5 Months)

- Designed systems for a resource management loop
- Tweaked combat and 3C in engine
- Designed combat flow and loop

EDUCATION

ISART DIGITAL ————— 2020 - 2024

MASTER'S DEGREE IN GAME DESIGN

FINE ARTS OF PARIS ————— 2021 - 2022

CLASSES IN HISTORY OF ARTS, 3D AND INFOGRAPHY

SKILLS

Game Design

3C, Core loops, Pillars

UI / UX Design

Wireframes, Responsive UI, FTUE

Documentation

GCD, One Pagers, GDD, Pitch

TOOLS



Creative Cloud

Indesign, Illustrator, Photoshop

Figma

Wireframes, Prototypes, Mockup

Unreal Engine

Visual scripting (Blueprint), Widgets (UI)

Unity

Prototyping, Visual scripting (Bolt), UI

LANGUAGES

French (Native)

English (C2)

German (Notions)

Swedish (Notions)

OUTSIDE OF GAMES

Dance (8 Years)

Acting (4 Years)

Piano (6 years)

Writing (10 Years)