

# Lucien Parent-Santarelli

Game Designer

## Experience

### 2022 - 2024

Vagabond Interactive

#### Combat Designer (Unannounced project B)

- Designed AI behaviour trees
- Tweaked the camera and the 3Cs
- Designed the combat flow and loop

#### System Designer (Unannounced project A)

- Designed systems for a resource management loop
- Setup gameplay flows
- Designed wireframes and UI/UX prototypes

#### 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+)

## Projects

### 2024 ( 8 Months )

Solstice - ISART (Graduation Project)

#### Game Designer and Project Manager

- Extensive Camera Work
- Designed and pitched the concept
- Managed a team of 9

### 2023 ( 2 Months )

Atomania - ISART ( Free to play project )

#### Game Designer

- Designed, documented and tweaked the 3Cs
- Concept and integration of a FTUE
- Definition, test and tweaking of a rogue-lite core-loop

## Contact

Montreal, QC

### Email

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[Portfolio](#)

[Linkedin](#)

## Hard Skills

- Game Design
- UX Design
- Prototyping
- Documentation
- Project Management

## Soft Skills

- Communication
- Public Speaking
- Interdisciplinary Coordination
- Workflow

## Tools



Unreal 5



Unity



Creative Cloud



Figma



Jira / Confluence



Excel

## Language

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

## Education

2024

### Master's Degree - Game Design

ISART Digital ( Paris and Montreal )

2022

### Workshop - Infography, Arts

Fine Arts of Paris

## Activities

- Dance ( 8 Years )
- Acting ( 4 Years )
- Piano ( 6 Years )
- Writing (10 Years)