

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

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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)