

Game Designer

Cyril Vial

■ Hypersuit

Lead VR

🕒 Jun 2017 - Paris
January 2020

Start-up - Flight hardware simulator and VR experiences development.

Gaming, soft/SDK and tools Lead - Team Lead - Follow up projects - 3D art
VR Experiences Design - Interactions Design - Level Design - Gameplay
Integration - Level Design - Techno Exhibits - Partnerships management

↳ Bird Rider – Tower Jumpers – Skyracers – Wing – Paris Flight – Games adaptations –
SDK tools – 2 unannounced projects

■ Eugen Systems

Game Designer

🕒 2016 - 6months intern Paris

RTS game development studio.

Level design - Units and economics balancing - Prototyping -
Integration - Products specs writing - Internal Tools

↳ 1 unannounced project – Act of Agression Reboot – Steel Division: Normandy 44

■ Tobii AB

Game Designer / 3D artist

🕒 2015 - 5months intern Stockholm

Development within an indie team for Tobii's on
the Eye Tracker.

Design: mechanics and experience - LD and game
patterns - 3D modeling - Enviro Design & integration

↳ Fast Sight – Glimpse of Fear

■ Heliceum

Game Designer / QA Tester

🕒 2013 - 7months intern Paris

Mobile video games and apps development studio.

Concepts presentation - GDD writing - Controls
Screenflow - UX design - Debugging and QA Test

↳ Sale Gosse – Curlitizer – Bull SuperComputer – Promotional apps

– Master MAJE (equivalent to Maitrise)

Innovative Projects Management in Video Games

Université Nice Polytech Nice-Sophia, Cannes

🕒 2014 - 2016

– ICAN, Bachelor Digital Designer (equivalent to Baccalauréat)

Special field: Game Design

Institut de Création et d'Animation Numérique, Paris

🕒 2010 - 2013

– Bacculaureat S

Option: Audiovisual cinema

Highschool Jean Puy, Roanne

🕒 2007 - 2010

🎮 – Super Meat Boy, Binding of Isaac, Don't Starve, Borderlands, Soulcalibur, Magicka,
BlazBlue, Hotline Miami, Crash Bandicoot, Metal Gear Solid, Hyper Light Drifter, ...

| Supergang, Mah-Jong, Magic the Gathering, Legend of Zagor, Red November – 🎮

📺 – Western spaghetti, Asian Thriller, Cartoons, Animations |

| BD, Comics, Manga, Fantasy novels – 📖



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Game Design

Conception – Balancing
Level Design – Prototyping
UX / UI – C# – Visual Scripting
Gameplay Integration

GDD/GDO – One Page Concept
3C – Core Loop – Flowcharts

Gameplay / Feedback Loop
Mechanics diagrams – FSM
Rational Game Design

Graphic Design

3D Modeling – Block out
Animation – Rigging – Skinning
Texturing – UV Unwrapping

Painting – Vector – Pixel
Spiritesheets – Layout
HTML/CSS

French
Native

Anglais
Working Knowledge