Game Designer **Cyril** Vial

Hypersuit Lead VR

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 unannouced projects

Eugen Systems

RTS game development studio.

Game Designer Level design - Units and economics balancing - Prototyping -2016 - 6months intern Q Paris Integration - Products specs writing - Internal Tools

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

the Eye Tracker.

Tobii AB

Game Designer / 3D artist

● 2015 - 5months intern ♀ Stockholm

∟ 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 - Debuging and QA Test ∟ Sale Gosse – Curlitizer – Bull SuperComputor – Promotional apps

Development within an indie team for Tobii's on

Design: mechanics and experience - LD and game

patterns - 3D modeling - Enviro Design & integration

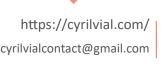
- Master MAJE (equivalent to Maitrise) Innovative Projects Management in Video Games Université Nice Polytech Nice-Sophia, Cannes

🕘 2014 - 2016

- ICAN, Bachelor Digital Designer (equivalent to Baccalauréat) Special field: Game Design Institut de Création et d'Animation Numérique, Paris

 Baccalaureat S Option: Audiovisual cinema **Highshool Jean Puy, Roanne** 2010 - 2013

2007 - 2010





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 Spirtesheets - Layout HTML/CSS

French Native

Anglais Working Knowledge

🞮 – 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 – 📕