

Florian Jesuha Mobile Game designer

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CONTACT

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Ready to relocate or



Experiences

MiniMedic

Casual games on mobile and browser

Game designer / Developper (6 months)

- Design and develop game concepts for mobile and browser from learning contents.
- Balance difficulty using a self-made Unity tool.
- Work on accessibility and readability.

Croco Mania

Advergame on browser for Lacoste

Game designer (2 months)

- Design and rationnalize the core concept.
- Ensure consistency with the advertising film.
- Design and implement user interface.

The wanderer: Frankenstein's creature

Multi-awarded narrative mobile game

Game designer (10 months)

- Design and prototype game systems from scenarios.
- Create level design layouts and tweak the player's flow.
- Use the proprietary engine to build levels.

Skills and Tools

- Design concepts for casual & midcore gamers
- Ad monetization design
- Retention features design
- Design and Prototype user interface
- Economy balancing
- Level design & level scripting
- Design social and viral features

Analytical skills

Case studies available on my website

Data & Analytics: Playfab, SQL

UI Mockup: Figma Prototyping: Unity

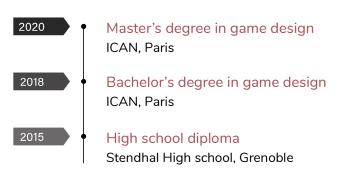
Documentation: Adobe/Google suite Collaborative tools: Git, Sourcetree

-Languages-

French: Native

English: Fluent (TOEIC: 848)
Vietnamese: Basic (northern)

😝 Education





Hobbies



Cooking



Karaoke



Learning new languages