Florian Jesuha
Mobile Game designer

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CONTACT

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Ready to relocate on a global level

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

2020	**Master's degree in game design** ICAN, Paris	
2018	**Bachelor's degree in game design** ICAN, Paris	
2015	**High school diploma** Stendhal High school, Grenoble	

Hobbies

- Cooking
- Karaoke
- Learning new languages