

# Game Designer

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## Work

- 2023 **Indie mobile game developer** (Paris) - Hybrid mobile  
*Domination Wars* - concept, development, graphics, publishing... 400k+ downloads
- 2021 **Lead Game Designer** at Green Panda Games (Paris) - Casual Mobile  
*Airplane Inc.* - from hypercasual to casual, adding meta and monetization
- 2020 **Creative Director** at Iron Games (Paris) - Hypercasual mobile  
*Multiple projects* - concept & production of multiple hypercasual games
- 2019 **Senior Game Designer** at Ooblada (Paris) - Casual mobile  
*CRIMO* - meta gameplay, boosters, ad revenues, FTUE, UX/UI increasing global KPIs
- 2017 **Creative Director** at Scimob / Webedia (Paris) - Casual mobile  
*94 degrees Adventure* - concept, content, mechanics, game economy, UX/UI specs  
*Other games* - new concepts, economic & retention features, game modes, UX/UI
- 2016 **Studio Game Designer** at Aldebaran SoftBank Robotics (Paris) - Robotics  
*Multiple projects for Pepper* - product owner, concept designer, UX/UI specs
- 2015 **Indie mobile game developer** (Paris) - Casual mobile  
*Tap Tap Blast!*, *Merge10*, *Another Word*, *Words & Letters* - concept, game dev, graphics, LD
- 2014 **Lead Game designer** at Boostr Acute Games (Paris) - Midcore mobile  
*Urban Rivals* - game economic model, UX/UI specs, game modes, global tuning  
*Fantasy Rivals* - game economic balance, UX/UI specs, analytics
- 2013 **Game design director** at Manzalab (Paris) - Serious games  
*Multiple projects* - team management, calls to tenders, high concepts, gameplay definition, gameflow overview, customer show, UX/UI specs and sound guidelines
- 2012 **Indie mobile game developer** (Paris) - Casual mobile  
*Jump Blast*, *NightMaze* - high concept, development, LD, managing sound & graphic teams  
*Other works* - AS3 framework for game development, level design tool
- 2011 **Lead game designer** at Magic Pockets (Paris) - Console  
*Battleship* - Gameplay definition of a strategy game on DS, 3DS and Wii. Leading the design team, UX/UI specs, learning and difficulty curves, level design guidelines
- 2010 **Co-founder** SARL Pix Builders (Paris) - Casual web  
*Waku Waku Blitz!* - high concept, UX/UI design, development, graphics, FB interactions
- 2008 **Game designer** at F4 Group (Paris) - Casual / midcore PC  
*Empire of sports* - Freemium Sports MMO game, was in charge of soccer & basketball  
*Other works* - tutorials, trick trees, missions, achievement system, UX/UI specs horse game
- 2002 **Flash animator / game designer / developer** at Magelis, Galaxy Train (Toulouse, Ariège)  
*Charivari*: educational game (Magelis), web game conception (Galaxy Train)
- Freelance work** Flash animator, designer, developer, web/print designer

## Education

- 2008 Master 2 ENJMIN diploma, Game Design
- 2001 Licence STIC Paul Sabatier (Bachelor equivalent), multimedia producer 2000
- 2000 Polycréa, graphic design, webdesign consultant
- 1999 DUT SRC (two-year university diploma), multimedia
- 1997 General baccalaureate (scientific specialization)

## Skills

Microsoft & Google Drive suites, with a focus on Google Slides  
Development & fast prototyping (ActionScript3: expert, Unity: intermediate)  
High graphic knowledge (Photoshop, Illustrator, Adobe XD)  
Native French speaker, English (TOEFL: 597) and fluent Spanish  
Recreation: nude drawing, video gaming, board games, writing, manga, comics