

Senior Game Designer

Yvan Taurines
Paris II

yvan.taurines@gmail.com
yvant.net - yvaing.free.fr
(+33)6 60 47 48 54

work experience

- 2015 **Indie mobile game developer** (Paris)
Jump Blast - game creation, managing sound & graphics teams. [iOS](#) & [Google Play](#)
Night Maze - game creation: development, graphics, level design. [Google Play](#)
- 2014 **Lead Game designer** at Boost Acute Games (Paris)
Urban Rivals - v2 game economic model, v2 UX/UI design, v1 game modes, KPI, RLD
Fantasy Rivals - game economic balance, UX/UI design, KPI, analytics
Other works - UX/UI design for a mobile application, social game mode
- 2013 **Game design director** at Manzalab (Paris)
Multiple projects - team management, calls to tenders, high concepts, gameplay definition, gameflow overview, customer show, UI/UX specs and sound guidelines.
- 2012 **Indie mobile game developer** (Paris)
Jump Blast - high concept, gameplay, level design, meta gameplay, development, graphics, interfaces, deployment on Google Play. <http://bit.ly/QIO2Tn>
- 2011 **Lead game designer** at Magic Pockets (Paris)
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)
Waku Waku Blitz! - high concept, metagameplay, development, graphics, interfaces, marketing strategies, Facebook interactions. <http://bit.ly/TIk3SP>
- 2008 **Game designer** at F4 Group (Paris)
Empire of sports - MMO soccer & basketball gameplay definition, in game strategy definition, learning and difficulty curves, RPG tuning and RLD.
Horse racing game - UI/UX design, prototype development, sound design definition.
Other work - definition and management for tutorials, trick trees, ingame help, ingame missions, concept, definition and first achievement list, Flash trainer for game designers, benchmarking and quality check.
- 2006 **Freelance work** Flash animator, designer, developer, web/print designer
- 2005 **Graphic / Flash designer** at SUDE communication (Toulouse)
- 2002 **Flash animator / game designer / developer** at Magelis, Galaxy Train (Toulouse, Ariège)
Charivari: educational game (Magelis), web game conception (Galaxy Train)
- 2001 **Intern then webmaster assistant**, radio le Mouv' (Toulouse)
- 1999 **Intern then freelance at WhyNET Multimedia**, webdesign agency (Montauban)

education

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

personal projects

- JumpBlast** - Concept, level design, development, SD & graphics management
- Nightmaze** - Concept, level design, graphics, development
- M.A.Z.E.** - Game Design, prototyping, gameplay balance
- Small Planets** - Concept, Game Design, development, balance

skills

- Recreation: drawing, video gaming, misc. games, Japanese culture, comics
- Microsoft Office Suite (Visio, Word, Excel), Google Drive & Dropbox
- Development (Actionscript3, Adobe AIR, FlashDevelop)
- High graphic knowledge (Photoshop, Illustrator, X-Press)
- Basic modeling knowledge (3D Studio Max, Blender)
- Native French speaker, English (TOEFL: 597) and fluent Spanish