

Game Designer

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work experience

- 2017 **Creative Director** at Scimob / Webedia (Paris)
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)
Multiple projects for Pepper - product owner, concept designer, UX/UI specs
- 2015 **Indie mobile game developer** (Paris)
Tap Tap Blast! - concept, game dev, graphics, LD. [Google Play](#)
Jump Blast - game creation, managing sound & graphics teams. [iOS](#) & [Google Play](#)
Night Maze - concept, game dev, graphics, LD. [iOS](#) & [Google Play](#)
- 2014 **Lead Game designer** at BoostR Acute Games (Paris)
Urban Rivals - game economic model, UX/UI specs, game modes, global tuning
Fantasy Rivals - game economic balance, UX/UI specs, analytics
Other works - UX/UI specs 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, UX/UI specs and sound guidelines.
- 2012 **Indie mobile game developer** (Paris)
Other works - AS3 framework for game development, level design tool
Jump Blast - high concept, AS3 prototyping for a demo
- 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/Tlk3SP>
- 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 - UX/UI specs, prototype development, sound design definition.
Other works - tutorials, trick trees, missions, achievement system
- 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 Polycr ea, graphic design, webdesign consultant
1999 DUT SRC (two-year university diploma), multimedia
1997 General baccalaureate (scientific specialization)

skills

Microsoft & Google Drive suites
Development & fast prototyping (ActionScript3:expert, Unity: learning)
High graphic knowledge (Photoshop, Illustrator)
Native French speaker, English (TOEFL: 597) and fluent Spanish
Recreation: nude drawing, video gaming, board games, Japanese culture, comics