



VALENTIN
CAPITAINE
GAMEPLAY DESIGNER

valentin-capitaine.fr

+33 607 769 124

valentin.capitaine@outlook.fr

[in /valentin-capitaine](https://in.linkedin.com/company/valentin-capitaine)

PROFILE

Hello, I'm a Technical Game Designer with 7 years of professional game industry experience.

Organized, rigorous, creative and curious, with a wide range of skills and passion for game development & gameplay design.

My goal is to design games & worlds that provide fun, innovative and memorable experiences for the players all around the world.

I've already worked with many designers, programmers and artists, from small indie to AAA sized teams and highly creative projects.

PROFESSIONAL EXPERIENCES

- **SENIOR GAME & LEVEL DESIGNER**
Nextale Games | August 2023 - Present

TBA (2025) - Tactical RPG - Switch, PlayStation, Xbox, PC
Also working on other partnership and commissioned projects.
- **CO-FOUNDER & GAME DESIGNER**
Fireplace Games | June 2020 - August 2023

En Garde! (2023) - Action Adventure Game - PC (Steam & GOG)
En Garde! (2018) - Action Adventure Game - PC student prototype
- **JUNIOR GAME DESIGNER**
Ubisoft Montpellier | July 2018 - June 2020

Beyond Good & Evil 2 (TBA) - 3C Designer during 6 months.
Ghost Recon Breakpoint (2019) - Shooter - PlayStation, Xbox, PC
- **DEVELOPMENT TESTER & QA ANALYST**
Spiders | June 2017 - September 2017

CreedFall (2019) - Action RPG - PlayStation, Xbox, PC
Tracking bugs, creating test plans and roadmap, GD / LD / Quests feedback.

EDUCATION

- **MASTER'S DEGREE - GAME DIRECTOR**
Supinfogame Rubika | 2015 - 2018

Graduated with a Master's Degree in Game Design & Management from Supinfogame Rubika, a renowned video game school in France.

"EN GARDE!" - BEST STUDENT GAME (2018)
related to Supinfogame Rubika | 2015 - 2018

Winner of several "Best Student Game" awards & nominations:
Ping Awards 2018 (FR), IGF 2019 (GDC-USA), Grads in Games 2019 (UK)
- **TECHNOLOGICAL DEGREE**
IUT de Troyes | 2013 - 2015

Graduated with a Technological Degree in Multimedia and Internet as a Web Developer Front-End, from a University in France.
- **FRENCH SCIENTIFIC BACCALAUREAT**
Lycée Paul Verlaine | 2013

Graduated with a French S. Baccalaureat in Engineering Sciences, from a High School in France.

LANGUAGE SKILLS

Born in **France**. Learned **English** during my studies and travels.

Visited countries: USA, UK, Belgium, Germany, Spain...



SKILLS & SOFTWARES

Game Design: '3C's, Systems, Combat, AI, Gameplay, Balancing
Documentation: RGD, Flowcharts, Technical Documentation
Level Design: RLD, Blockout, World Building, Scripting
Others: Rapid Prototyping, Dev. Testing, Playtest Coordination
Softwares: Office Suite, Adobe Suite, Google Suite, Notion, Jira
Engines: Unreal Engine 5, Unity, Anvil, Voyager, Silk, RPG Maker

HOBBIES

Video Games, especially **Action & MMO RPGs** ♥
More than 3500 games around all gaming platforms.

Tabletop RPGs, mainly **D&D & Pathfinder**
But also 7th Sea, Cyberpunk, Shadowrun, Vampire...

Miniature Wargames:
Warhammer, Warcry, W40K, Kill Team, Middle-Earth...

Web Development for personal websites
HTML, CSS, JavaScript, Bootstrap, WordPress...

Collecting (useless yet indispensable) **things:**
Games, Game Consoles, Books, Comics, Figurines...

FAVORITE GAMES

World of Warcraft, **Final Fantasy XIV** (achiever)

Elder Scrolls (series), **Witcher 3**, **Monster Hunter** (series)

Dark Souls (series), **Sekiro**, **Bloodborne**, **Elden Ring**

Divinity Original Sin 2, **Baldur's Gate 3**, **Star Wars KOTOR**

BioShock, **Dishonored** (series), **Prey** (2017)

Advance Wars (series), **Golden Sun**

[...]