



legouet.t@outlook.fr



Paris, France

## Education

**2017 - 2021**

ISART Digital Paris  
Master Game Design

**2013 - 2017**

Supinfo University  
Computer Science  
Course



French  
*Native*



English  
*Fluent*

## Skills



Unity



Jira



Unreal

Office Suite &  
Google Suite

Public speaking

# Thibault Legouet

## Game Designer

## Experiences

**10/2021 - Present: Sand Door Studio**

Game Director & Lead Game Designer



- Creative Lead on « **Lysfanga : The Time Shift Warrior** », a mix between hack'n'slash and strategy, published by **Quantic Dream's** new publishing label: « **Quantic Spotlight** ».
- Management of an internal team of ~20 people, and of the link with external contractors.
- Production of Game design and System Design, like the character's controls, attacks, and various abilities.
- Production of Level design and Combat/Boss Design, regrouping game levels, all the enemies, and most Bosses.
- Creation of the design documentation needed by the project.



**03/2021 - 06/2021: Terebris Games**

Game & Narrative Designer

- Internship as Game & Level designer, including creation of narrative content on the first game of the studio: « **Terebron** ».

**07/2019 - 12/2019: Gamestream**

QA Tester

- Internship of QA Testing on the games of the catalog.

## Other Projects

2021 - Strategic Beat them all on Unity : « **Lysfangha** »

Prize of the Jury at ISART Digital 2021

Pégase of the Best student Game 2022

2020 - Open World on UE4 : « **Projet Changelin** »

2020 - Class design for Hearthstone : « **Death Knight** »

2019 - Set design for Hearthstone : « **Uldum Mishaps** »

More informations regarding my work on my online portfolio:

➤ <https://thibaultlegouet.wixsite.com/infos/my-work>

## Interests

General: Ski, Cinema, Archeology

Games: RPGs, Roguelites, Strategy, Gestion, Idle, Action-Aventure