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Permis B

## Education

**2017 - 2021**

**ISART Digital Paris**  
Master Game Design

**2013 - 2017**

**Supinfo University**  
Computer Science Course



Français  
*Native*



Anglais  
*Fluent*

## Skills



Unity



Jira



Unreal5

Suite Office & Google

Creating concepts

Creating Levels

System Design

Combat Design

Mastery of Balancing

Player psychology

Adaptability

Determination

Taking initiatives

Public speaking

Team coordination

# Thibault Legouet - Game Designer

I adapt quickly, so that I can find creative solutions for any challenge.

## Professional Experiences

**2021 - 2024 : Sand Door Studio**

### Game Director & Lead Game Designer

- Creative lead on « **Lysfanga : The Time Shift Warrior** », a mix between strategy and hack & slash, published by « **Quantic Spotlight** », edition label of **Quantic Dream**.
- Direction of an **internal team of ~20 people** and coordination with the tasks of external studios.
- Production of **Game design** and **System Design**, such as the controls of the character, its abilities and moves.
- Production of **Level design** and **Combat/Boss Design**, encompassing game levels, enemies, and bosses.
- Creation of the necessary documentation for the project.



SCAN ME

**2021 : Terebris Games**

### Internship : Game & Narrative Design

- **Game & Level design** internship, as well as creation of narrative content on the first game of the studio : « **Terebron** ».

**2019 : Gamestream**

### Internship : QA Tester

- **QA Test** on the games of the streaming platform.

## Other Projects

2021 - Strategy / Hack & Slash on Unity : « **Lysfanga** »  
**Pégase of Best Student Game 2022**

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

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

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

More informations on those projects in my portfolio :

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

## Game genres

Action-Aventure, RPGs, Roguelites, Stratégie, Hack & Slash, Bullet Heaven, Idle, Tower Defense...