CHARLOTTE FRIES

CONTACT

GAME DESIGNER

CHARLOTTEFRIES.PRO@GMAIL.COM ■

+33(0)606.846.901

LYON FRANCE 👤

FRIESC.WIXSITE.COM/PORTFOLIO

ABOUT ME

I studied Game Design 3 years at Bellecour Ecole through various projects and am currently a Game Designer 3C at Ubisoft Ivory Tower. I'm always eager to take new challenges and improve.

SKILLS

GAME DESIGN

Mechanics & Systems Balancing Physics Design Puzzle Design Rational Game Design

COMPUTER SKILLS

Unity - C# & LUA Scripting Jira - Confluence Hansoft - Perforce Adobe Creative Suite Microsoft Office Suite

LANGUAGES

French - Native English - Advanced German - Intermediate

TNTERESTS

Gamejams Musician Cook

EXPERIENCES & FORMATION

Nov 2020 - Now

GAME DESIGNER 3C - THE CREW 2 LIVE

Ivory Tower Lyon Adjust every new vehicle's handling since Season 2 updates.

Physics design and Balancing. Trials on new handling types and documentation.

Apr - Sep 2020

QA TESTER INTERNSHIP - GEAR.CLUB UNLIMITED 2 / F1 MOBILE

Eden Games Lyon Test plan **updates**. **Investigation** on reported issues. **Gameplay** and **Technical** tests. **Game Design** suggestions.

2017 - 2020

GAME DESIGN BACHELOR (ENGLISH COURSE)

Bellecour Ecole Lyon Theory of Game & Level Design. C# and LUA scripting. Prototyping on Unity.

Practical applications with many Projects with themes and special constraints.

LATEST PERSONAL PROJECTS



MAIN GAME DESIGNER

Coop pacific Action-Adventure game made in 6 months - Play on *Itch.io*Player mechanics & Combat Design, Enemy behaviours





MAIN GAME DESIGNER - GAMEPLAY PROGRAMMER

VR Card&Craft Duel game made in 2 month - Play on <u>Itch.io</u> Mechanic Design & Balancing, Gameplay Programmation



WHAT I'VE DONE BEFORE

EXPERIENCES

Game Design internship in an Escape Game
Counter Agent Jobs at Credit Mutuel
UX/UI & Communication internships at Epopia

STUDIES

Communication & Graphic Design Technology Degree Highschool degree Maths Physics & Biology