Yannick Berthier

Game Designer

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Experiences

Lead Game Designer, 2019 - 2020
GAMELOFT BARCELONA

BCN, ES – 150 pers. cross-platform action-games focused VG studio

- **Leading** and recruiting an international team working on all gameplay & meta topics: 3C, game feel, systems, LD, UX/flows, monetization...
- **Engaging** in all creative direction decisions (vision, narration, IP...)
- **Setting** up all production pipelines with leads and studio directors
- **Creating** a new unannounced project

EDEN GAMES

Lyon, FR – 40-70 pers. VG studio specialized in racing, est. in 1994

Lead Game Designer, 2018 - 2019

- **Managed** all design/UI-related topics and tasks at the company
- **Worked** on both Premium/Console & F2P/Mobile games
  - F1® Mobile Racing — *F2P, PvP/racing, published by* ***Codemasters***
  - Gear.Club Unlimited 2 — *motorsport racing, published by* ***Microïds***

Producer & Senior Game Designer, 2015 - 2018

- **Defined** 3Cs and multiplayer and esports systems *(leagues, safeness...)*
- **Leaded** a team from 3 to 6 pers and shipped for Apple TV's reveal
  - Gear.Club Unlimited — *1st Nintendo Switch Motorsport Game*
  - Gear.Club — *F2P, 12M+ downloads Social Racing Game*
  - Gear.Club TV — *F2P, 1st Apple TV Racing Game*

UI/UX & Game Designer, 2014 - 2015

CEO & Creative Director, 2016 - 2018
USUAL MAKERS

Lyon, FR – 2-4 pers. VG studio focused on new techs & experiences

- **Co-founded** indie team w/ app-startuper S. Ramousse *(AppGratis)*
- **Developed** a new type of invasive geo-localized game
  - Step on Gregg — *F2P, puzzle/platformer, iOS/Apple TV*
  - W*** L*** — *F2P, unreleased, iOS & Android*

Indie Game Dev, 2010 - 2015

- **All-in-one** game dev *(design, art, code & music)*
  - Gregg — *F2P, puzzle/platformer, published by* ***Bandai Namco Games***
  - Wacoon Jump! — Premium iOS & Mac classic platformer

Prev. XPs, Teaching & Amateur Game Dev, 1999 - 2018

- **Junior/Intern GD/LD** for 2 years: *Togezzer, Pixelux, Widescreen Games*
- **GD/LD & Producing Teacher** for 8 years *(Gamagora, Bellecour)*
- **Programmation & Apps' Market Teacher** for 5 years *(Savoy University)*
- **Amateur Game Dev** since 1999 *(RPG Maker, Unreal, Creation Kit...)*

Skills & Tools

- Game Design
- Level Design
- Team Lead
- Creativity
- Office *(ms excel+...)*
- Atlassian Suite
- P4V / Git / SVN
- 2D Art *(ps, ai...)*
- OOP *(c++, c#...)*

Education

2008 - 2009, Lyon, FR — **GAMAGORA**, Game & Level Design Bachelor

2006 - 2008, Annecy, FR — **IMUS**, Communication & Arts Bachelor

2004 - 2006, Thonon, FR — **Versoie Lycée**, Arts/Litterature High School Diploma

Languages

- **Français** (100%) — *Oui madame !*
- **English** (90%) — *Work-ready*
- **Español** (10%) — *En progreso...*

Interests

Making music *(guitar, handpan, piano, cajón...)*, listen to it, make and see art, watch good movies, know about world's cultures and history, ride my bicycle...