

# MARC MANUELLO

## Senior Game Designer

Living in Oxford, United Kingdom

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Portfolio: www.shiftyweb.net

Creative and ambitious, I am determined to deliver memorable experiences with the potential to define new trends and to inspire future generations. Trusted team player with strong communication skills, I enjoy fast iteration and problem solving with a keen eye for details and originality. Technically competent, able to use various engines, I am self motivated learning and adapting in a short period of time.

### Professional Experience

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**Lead Game Designer** ▪ **Climax Studios** – Portsmouth, United Kingdom October 2014 – Present

- **Unannounced Title** – ...
- **RiftStar Raiders** – PlayStation 4, Xbox One and PC, Top down online multiplayer space shooter
  - Lead Game Designer in a team of 18 including 3 other designers to manage
  - Designed core systems, features and AI behaviours
  - Wrote up and maintained briefs, specs and flowcharts documentation
  - Created levels, implemented content and overall game balancing in Unity3D
- **ARise** – iOS, Augmented Reality puzzle game
  - Sole designer for the creation of post launch additional content: designed and implemented a whole new level in Unity3D along with a set of new puzzle features
- **Bandit Six Salvo** – PlayStation VR, Oculus Rift and Samsung Gear VR, First Person Shooter
  - Principal Designer of the project in a team of 7 during Vertical Slice production
  - Defined Game Mechanics and balanced the whole game
  - Integration of levels and their content in Unity3D

**Game Designer** ▪ **Headstrong Games** – London, United Kingdom May 2013 – May 2014

- **Pokémon Art Academy** (3DS, Art Training) & **Art Academy** (Wii U, Art training)
  - Features and Systems design including mockup creation and wiki documentation
  - Content scripting using in-house engine
  - Focus-tests sessions main coordinator on both projects
  - Took part in multiple pitch writing and presentation to several publishers

**Game Designer** ▪ **Climax Studios** – Portsmouth, United Kingdom Jan – Sep 2012

- **Smart As...** - PlayStation Vita, Social brain training game
  - Content creation for a collection of 20 mini games
  - Score curves balancing for every difficulty levels of each games
  - Kismet scripting and media integration mostly for sounds, voices and UI elements

**Game Designer** ▪ **Ubisoft Montpellier Studios** – Montpellier, France Apr – Sep 2011

- **ZombiU** – Nintendo Wii U, FPS survival horror game
  - Creation of player weapons and enemies (including AI) from high concept to integration
  - Assisted programmers in the creation of design tools
  - Designed the social feature (connexion between the game and a Facebook app)
- **Tintin and the Secret of the Unicorn** – X360 PS3 Wii and PC, Platform adventure game
  - Design, implementation and balancing of the coop mode's reward and economic systems
  - Defined the price and placement of unlock-able elements throughout all the levels
  - Supported the QA team by taking part to the organisation and coordination of focus-tests

## Previous Experience

2007 – 2011

**Blocks That Matter**, XboxLive PC Mac, Platform Puzzle – **Swing Swing Submarine**, Montpellier, France (1 month)

**Imagine Town**, Web browser F2P MMO – **Ubisoft**, Paris, France (3 months)

**Plus Belle la Vie DS**, Nintendo DS, Point & Click text adventure – **Bip Media**, Toulon, France (3 months)

**Wooz World & other projects**, Web browser video games for children – **Tribal Nova**, Montréal, Canada (3 months)

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## Teaching Experience

**Game Design Lecturer** ▪ **SAE Institute** – London, United Kingdom

Feb 2013 – Apr 2014

- Occasional lectures to 1st and 2nd year BSc Hons Games Development Degree students.

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## Skills

<b>Design</b>	3Cs, Rational methods for Game and Level design System design, balancing (learning curve, difficulty, score) and feature design Content creation and implementation Signs and Feedbacks, UI layouts design and Accessibility Planning and team management, focus-test coordination,
<b>Production</b>	Microsoft Office, Visio ▪ Google Drive ▪ Mind mapping (XMind, OmniGraffle, MindNode)
<b>Engines</b>	Unity 3D (Playmaker, animator) ▪ Unreal engines (Blueprints & Kismet scripting)
<b>Development</b>	JavaScript, C, Flash Action Script ▪ XML, PHP, HTML
<b>Art</b>	Adobe Photoshop, Adobe Illustrator ▪ Autodesk 3DS Max, Google SketchUp
<b>Teamwork</b>	Perforce, SVN ▪ JIRA, Confluence, Trello, Hansoft ▪ SCRUM agile methodology

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## Education & Student projects

**Master degree in Game Design - with honours**

2009 – 2011

*ENJMIN (French Graduate school of games and interactive media)* – Angoulême, France

Courses include programming, art, management and sound design

Award winning projects:

- **Beyond** awarded Best Art Direction by Playsoft at **Paris Games Week 2011**
- **Coypu Space Rumble** awarded SACD GDC prize at the **e-Magiciens 2010**
- **Hot and Cool** won the **ECO PSE 2009/2010 game contest**

**Bachelor degree in Interaction Design for Games and Media – with honours**

2008 – 2009

*Paul Valery University* – Montpellier, France

**Associate degree in Multimedia and Movie production – with honours**

2006 – 2008

*Université du Sud Toulon Var* – Toulon, France

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## Miscellaneous

**Languages**    **French:** native language ▪ **English:** fluent ▪ **Japanese:** 3 years, preparing a JLPT N3

**Interests**    Video game history and game dev trivia. Retro and Modern gaming. Discovering unknown Japanese only games. High Tech enthusiast. Japanese culture. Gunpla modelling. Guitar playing. Love to travel and meet people. Martial Arts and Rugby among other sports.

*References available upon request*