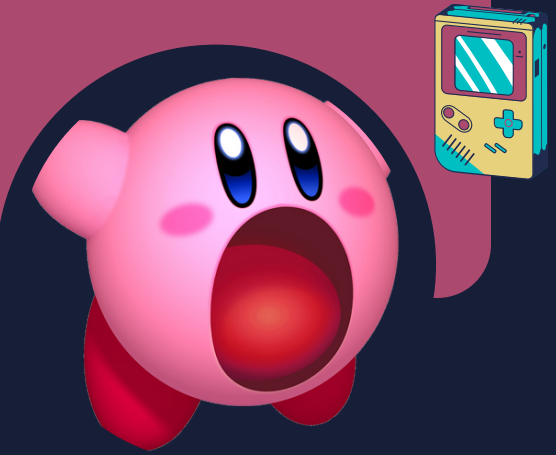


# YOHANN BLANCHARD

TECH GAME DESIGNER



## WORK EXPERIENCE

April 2022 - Now

### Founder & Tech Game Designer of Celosya Games

Creating a concept, assembling and organizing a team of 15.  
Writing down the documentation for the development and prototyping the first concepts. Plannification of a business plan and marketing upon release.

September 2021 - Now

### ISART DIGITAL

"Tabletop game" - Creating a tabletop game with a team of game designers & artists. Specialized in the creation of cards & balancing.

"Level Design Portal 2" - Creating a multiples Levels for the game portal 2 with a group of Level Designers.

"Level Design MegaMan Maker" - Creating a full level design for megaman.

"Unity Prototyping" - Using Unity, made a few prototypes to explore the features of Unity and C#

March 2018 - June 2019

### Tech Game Designer & Q/A in French for SuperWorldBox

Contributed in the development of Super World Box as a Tech Game Designer, and participated in the Quality Insurance and Translation to French of the game.

## SOFTWARES



## LANGUAGES

French (Native)

English (Bilingual)

Créole (Native)

Japanese (Learning)

## EDUCATIONS

### 2021 - 2025 at ISART DIGITAL

Lead Game Design Formation, RNCP Level 7

### 2019 - 2021 at College Stanislas

French Baccalauréat (High School Diploma)

Grade : 16/20

## HARD SKILLS | SOFT SKILLS

Game Design

Communication

Programming

Fiability

Documentation

Reactivity

Methodology

Friendly & Listening

Creativity

Leadership



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