

MAXENCE QUENEDEY

GAME DESIGNER

+33 6 09 21 89 53
mquenedey@gmail.com
mquenedey.com

Formation

2018 - 2022 Game Designer - ISART Digital Paris
2017 - 2018 Expert en Informatique - EPITECH Paris

 Français - natif
 Anglais - courant

EXPÉRIENCES PROFESSIONNELLES



Game Designer
YSO Corp
2025

Game Design / Level Design / Benchmarking / Programmation
Conception et prototypage de jeux mobiles Hybrid Casual



Lead Game Designer
Littlefield Studio
2022 - 2024

Game Design / Puzzle Design / Level Design / Programmation
Livraison d'un jeu de puzzle en tant que cadre en utilisant un outil de visual scripting natif



Game Designer
Labsterium
2021 - 2022

Game Design / Puzzle Design / Level Design / Narrative Design
Conception d'escape room et de puzzle boxes



Game Designer
Powerz
2021

Concept Design
Conception d'un jeu éducatif pour enseigner la programmation aux enfants



Level Designer
Blazing Stick
2019

Level Design
Conception et intégration des niveaux dans un jeu de Parkour en vue FPS

PROJETS PERSONNELS disponibles sur Steam



Game Designer
Twin Cores
2021 - 2022

Game Design / Combat Design / Level Design
Conception d'un Rail Shooter coopératif et intégration du level design dans Unreal Engine



Game Designer
Steel Salvo
2021

Game Design / Combat Design / Producing
Conception d'un jeu d'action de mécha en vue FPS

OUTILS

Unity: trois ans d'expérience sur projets professionnels

Unreal Engine: un an d'expérience sur mon projet de fin d'études et mes projets personnels

Autres outils: Git / Microsoft Office / Wiki / Confluence / Machinations / Soundtrap / Miro / Jira / Figma / Illustrator

LOISIRS

Jeux de rôle sur table: organisation de sessions, analyse de livres de règles, création d'univers depuis plus de dix ans

Lecture: fantaisie et science-fiction, livres et mangas

Musique: piano et basse, composition dans mon temps libre

Autres loisirs: jeux de plateau / cinéma / théâtre

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Education

2018 - 2022 Game Designer - ISART Digital Paris
2017 - 2018 Computer Expert - EPITECH Paris

 French - native
 English - fluent

PROFESSIONAL EXPERIENCE



Game Designer
YSO Corp
2025

Game Design / Level Design / Benchmarking / Programming
Designed and prototyped hybrid casual mobile games in Unity



Lead Game Designer
Littlefield Studio
2022 - 2024

Game Design / Puzzle Design / Level Design / Programming
Shipped a puzzle game in a leadership role using custom made blueprint tools in Unity



Game Designer
Labsterium
2021 - 2022

Game Design / Puzzle Design / Level Design / Narrative Design
Designed and reworked real life escape rooms and puzzle boxes



Game Designer
Powerz
2021

Concept Design
Designed an educative game to teach children programming



Level Designer
Blazing Stick
2019

Level Design
Designed and integrated levels in a fast-paced FPS Parkour game

PERSONAL PROJECTS released on Steam



Game Designer
Twin Cores
2021 - 2022

Game Design / Combat Design / Level Design
Designed a cooperative Rail Shooter game and integrated level design in Unreal Engine



Game Designer
Steel Salvo
2021

Game Design / Combat Design / Production Workflow
Designed a mecha FPS Action game

TOOLS

Unity: three years of experience on professional projects

Unreal Engine: one year of experience on graduation project and personal projects

Other tools: Git / Microsoft Office / Wiki / Confluence / Machinations / Soundtrap / Miro / Jira / Figma / Illustrator

HOBBIES

Tabletop Roleplaying Games: session organization, rulebook analysis, worldbuilding for 10+ years

Reading: fantasy and science fiction, books and manga

Music: piano and bass guitar, composing in my free time

Other hobbies:
Board games / Miniature painting / Cinema / Theatre