

# MAXENCE QUENEDEY

## GAME DESIGNER

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[mquenedey.com](http://mquenedey.com)

### 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, Economy Design, Programming  
Designed and prototyped hybrid casual mobile games in Unity



Lead Game Designer  
Littlefield Studio  
2022 - 2024

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



Game Designer (internship)  
Labsterium  
2021 - 2022

Game & Level Design, Narrative Design  
Designed and reworked real life escape rooms and puzzle boxes



Game Designer (internship)  
Powerz  
2021

Game Design  
Designed an educative game to teach children programming



Level Designer (internship)  
Blazing Stick  
2019

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

## OTHER EXPERIENCES



Freelancer

Game Design Consulting at Labsterium and Marelle Studio  
Guest lecturer at LISAA and Isart Digital

## PERSONAL PROJECTS released on Steam



Game Designer  
Twin Cores  
2021 - 2022

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



Game Designer  
Steel Salvo  
2021

Game Design, Combat Design  
Designed a mecha FPS Action game

## TOOLS

**Unity:** experience at Littlefield Studio, YSO Corp, Blazing Stick, and personal projects

**Unreal Engine:** experience at Powerz, on Twin Cores and personal projects

**Other tools:** Git / Microsoft Office / Wiki / Excel / Confluence / Machinations / Cinemachine / Soundtrap / Yarn Spinner / Miro / Jira / Figma / Illustrator

## HOBBIES

**Tabletop Roleplaying Games:** session organization, rulebook analysis, worldbuilding

**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 / Theater