



# MAXENCE QUENEDEY

## GAME DESIGNER

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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, 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