

MAXENCE QUENEDEY

GAME DESIGNER

+33 6 09 21 89 53
mquenedey@gmail.com
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 / 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
(internship)
Labsterium
2021 - 2022

Game Design / Puzzle Design / Level Design / Narrative Design

Designed and reworked real life escape rooms and puzzle boxes



Game Designer
(internship)
Powerz
2021

Concept 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 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 / Producing

Designed a mecha FPS Action game

TOOLS

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

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

Other tools: Git / Microsoft Office / Wiki / Confluence / Machinations / Soundtrap / 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 / Theatre

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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 / 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 (stage)
Labsterium
2021 - 2022

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



Game Designer (stage)
Powerz
2021

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



Level Designer (stage)
Blazing Stick
2019

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

AUTRES EXPÉRIENCES



Auto-entrepreneur

Consultant en game design pour Labsterium et Marelle Studio
Intervenant pédagogique pour LISAA et Isart Digital

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: expérience à Littlefield Studio, YSO Corp, et Blazing Stick

Unreal Engine: expérience à Powerz, sur Twin Cores et autres 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

Lecture: fantaisie et science-fiction, livres et mangas

Musique: piano et basse, composition dans mon temps libre

Autres loisirs: jeux de plateau / cinéma / théâtre