



GUILLAUME PRADIER

TECHNICAL GAME/LEVEL DESIGNER

CONTACT



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06.25.88.25.97



[Portfolio](#)

MOTIVATIONS

I was a **passionate gamer** that wanted to know how to make games.

Now I'm still passionate but I can **create** the games I want to play. That's what **drive** me to give as much **love** as I can into my creation !

I'm currently looking for opportunities to create a game with a **studio** that love as much as I do **creating funny games**.

LANGUAGES



Native



Fluent



Basic

HOBBIES



Game prototyping

- Learning development usual obstacles
- Game jams



E-sport

- Experience of highlevel in overwatch teams
- Analyse maps for optimal strategy



Philosophy

- Study human behavior adapted to players
- How to give emotions to players through gameplay

EXPERIENCES

GD-LD internship - Fishing Cactus

02/2024 to 05/2024

- Worked on "**Gloomy Eyes**" a cinematic puzzle game
- Designed 3 Complete levels
- Environment storytelling
- Puzzle design

GD & Programmer - Turnip Rush

07/2024 to 08/2025

- **Turnip Rush** is a party Game I made with friends
- Online multiplayer programming
- Design & prototype various gameplays
- Skin customisation system
- How to pitch a game idea

SKILLS / SOFTWARES



Unreal engine

Prototyping / Level editing / Blueprints / Online programming / C++ notions



Github

Versionning



Blender

Basic 3D Modeling



Powerpoint

Documents



Miro

Brainstorming

EDUCATION

GameSup

Bachelor en Game Design & Gestion de prod. | 2020-2024

- Team projects managment
- Oral presentations & Quick pitch
- Working / communicating with the team
- Ideas from concept to vertical slice
- Open to everyone ideas



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