

Matthias JOHAN

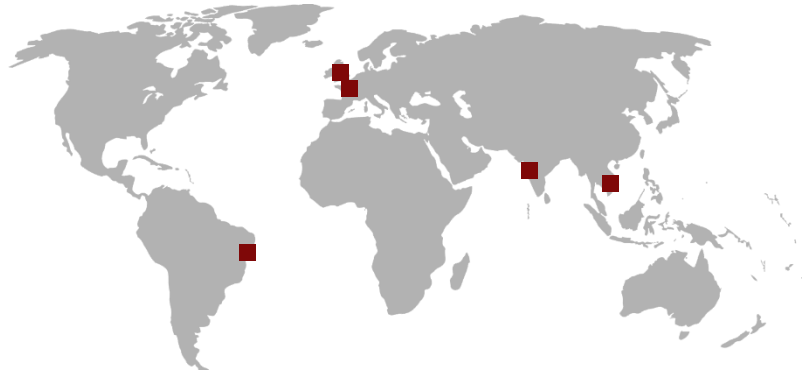
Game Designer

3Cs, AI and systems

CONTACT

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Driving license

PLACES I'VE LIVED IN



PROFILE

French and Belgian

Documentation
Presentations
Prototyping
Communicative
Multicultural background

EDUCATION

Game Design & Management M2

2018 to 2020
Supinfogame – RUBIKA [🔗](#)
Valenciennes, France

Game Design Bachelor

2015 to 2018
Supinfogame – RUBIKA

American Middle & High School

Escola Americana do Recife [🔗](#)
Recife, Brazil

LANGUAGES

French | Native
English | Bilingual
Portuguese | Fluent
Dutch | Learning (native)
Spanish | Learning

EXPERIENCE

Game Designer at Ubisoft Reflections [🔗](#)

Unannounced AAA #2
Newcastle, UK | April 2022 to now

- 3C and progression features
- Documentation, presentations and prototyping

Junior Game Designer at Ubisoft Reflections

Newcastle, UK | September 2020 to April 2022

- 3C features
- Documentation, presentations and prototyping

Game Design Intern at Ubisoft India Studios [🔗](#)

Unannounced AAA #1
Pune, India | July to September 2019

- AI design
- Controls design and prototyping (Anvil engine)

Pune, India | August to September 2018

- GDDs and templates for Level Designers
- Game achievements

Lead Designer (7 people), finalist at the GDC 2018

San Francisco, US | Alt.Ctrl GDC for the IGF
Mark Wars (alternate controller) [🔗](#)

Game Design Intern at Gameloft [🔗](#)

Advergaming for mobile games
HCMC, Vietnam | June to August 2015

- GDDs and presentation
- Communication with game artists

TOOLS

Unreal Engine 4 | Blueprint
Unity | C# basics
Git | Perforce

Jira | JQL
Confluence
Wwise basics

3DS Max
Microsoft Office
Adobe Creative Suite

DESIGN SKILLS

Rational Game Design
3C Design
AI Design

Pitching
UI Design
Playtesting

Technical Design Documentation
Level Design
Balancing

MANAGEMENT SKILLS

SCRUM knowledge

Crisis management

Motivational leadership

PERSONAL PROJECTS

Producer, Game Designer, and Presentations | Unity

7 people | October 2019 to May 2020

Battle Cars (car battle royale) [↗](#)

Creator, selected for the Cannes International Boardgame Festival 2016

5 people | September 2015 to November 2017

Ha'Garta (strategy boardgame) [↗](#)

Lead Designer, 3C Designer | UE4

5 people | April 2019

Gun On Wheels (coop race/shooter) [↗](#)

INTERESTS

Volunteering Paris Games Week, IndieCade Europe, Spiel Essen Boardgame Festival

Sports Fitness (4x a week), climbing, yoga, futsal (3 years), volleyball (5 years)

Music 90s Hip Hop, Daft Punk, piano (10 years), guitare (2 years), music streaming channel [↗](#)

Passionate about Brazilian culture, American slangs, tea, old motorcycles, flags

GAMES

Sports and Racing Need For Speed series, Burnout 2, SSX series, Tony Hawk Pro Skater 3

Immersive Sim Deus Ex, Dishonored, Bioshock

Indie Braid, Fez, Mark of the Ninja, Everything

FPS Halo 3 and Halo Reach (competitive), Unreal Tournament 2004, Battlefield 3

REFERENCES

Anderson Jerome, Game Designer in my team at Ubisoft India Studios in 2018 and 2019

andersontanjerome@gmail.com

Quan Le, Game Designer in my team at Gameloft in 2015

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