

Léo MARAMBAT-PATINOTE

Technical Game Designer

Bridging the gap between designers and programmers

work experience

UBISOFT MONTPELLIER - Technical Game Designer

Jul 2021 - Dec 2021

- > Working on BGE2 creating content with the multiplayer team.
 - Implementing gameplay features in-engine
 - Defining best practices w/ Technical Directors for working with data
 - Writing documentation on new features for designers to create and tweak content

PCA-STREAM - Developer & UX Designer Intern

Jul 2019 - Sept 2019 - 3 months

- > Designed and programmed a 360 video experience for the Avenue des Champs-Élysées renovation project.

LANCE - Technical Game Designer Intern

Jul 2018 - Aug 2018 - 2 months

- > Designed and programmed a new game mechanic for oQo, a meditative puzzle game with a strong emphasis on flow.

school & personal projects

SWIFT - Gameplay & Network Programmer

2021

First Person competitive game / Team of 7

> Networking, Systems, Combat, Back-end

- Networked sword fights with parrying
- Active and passive abilities
- Player experience loop (Matchmaking, lobbies, rewards)
- Game modes (Capture the flag, Duel)
- Custom launcher using WPF and Node.js

UMBRELLADS - 3C & AI Programmer

2020

3D Platformer / Team of 6

> 3C, Combat, AI, Tools

- Custom kinematic character controller (slopes, moving platforms)
- Trait-based adaptive AI reacting to player vulnerability, dangerousness
- Editor Tools for authoring attack hitboxes, placing encounters in the level, placing GPU instanced foliage...

SKEW'IT - Technical Game Designer

2019

Mobile Game / Team of 6

> Controller, AI, Shaders, Animation

- Designed and implemented controls and interactions
- Implemented 9 modular AIs
- Defined the art production pipeline and optimization process

DOCUMENTIA - Game Designer / Programmer / Writer

2018

Experimental Narrative Game / Team of 2

Placed 4th in the Ludum Dare game jam (2000+ games)

Won Alpha Beta Gamer's best game jam game of the year / runner up for most innovative game. Gamejamcurator's games of the year 2018 honourable mention in storytelling

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LANGUAGES

English: Native

French: Mother Tongue

EDUCATION

2019 - 2021

RUBIKA - Valenciennes

Master's Degree in Game Programming and Management

2016 - 2019

RUBIKA - Valenciennes

Bachelor's Degree in Game Design and Management

SKILLS

Unity / Unreal

C#

Unreal Blueprint

HLSL / Compute Shaders

Git / Perforce

Node.js

Visual Studio

3DS Max

Confluence / Jira

Adobe: Photoshop

After Effects

InDesign

Google: Docs

Slides

Sheets

INTERESTS

Music: Snarky Puppy

GoGo Penguin

Jamming on the piano with friends (Funk)

Games: The Witcher 3

Undertale

Outer Wilds

Half-life: Alyx

Game Jams: I've participated in over 20 game jams.