

# Léo MARAMBAT-PATINOTE

## Technical Game Designer

Bridging the gap between designers and programmers

### work experience

#### **BUILD A ROCKET BOY - Senior Technical Game Designer**

nov 2023 - current

> Worked on Everywhere and MindsEye

- Worked on mission scripting and logic node creation for our UGC tool Arcadia using our Lua scripting framework
- Wrote and maintained script modules for use as building blocks for mission scripters
- Served as a link between the technical animation team and the mission team

#### **UBISOFT MONTPELLIER - Technical Game Designer**

jul 2021 - oct 2023

> Worked on BGE2 creating content with the multiplayer team.

- Implementing online gameplay features in-engine
- Defined best practices w/ Technical Directors for working with data
- Wrote documentation on new features for designers to create and tweak content

#### **PCA-STREAM - Developer & UX Designer Intern**

jul 2019 - sept 2019

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

#### **LANCE - Technical Game Designer Intern**

jul 2018 - aug 2018

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

### relevant projects

#### **SWIFT - Gameplay & Network Programmer**

2021

First Person competitive game / Team of 7

> Networking, Systems, Combat, Back-end

- Networked fast-paced melee combat
- Active and passive abilities
- Player experience loop (Matchmaking, lobbies, rewards)
- Game modes (Capture the flag, Duel)
- Custom game launcher using WPF (C#) and Node.js (Javascript)

#### **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# / C++

Unreal Blueprints

HLSL / Compute Shaders

Git / Perforce

Node.js / Lua

Visual Studio

3DS Max / Motion Builder

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

Game Jams :

I've participated in over 20 game jams.