CÉDRIC DELACROIX
GAME DESIGNER

SYSTEMS
& EMOTIONS

PROFESSIONAL EXPERIENCE

[2018-TODAY]
GAME DESIGNER
OLD SKULL GAMES

Game designer specialized in **systems**, **balancing**, and **player experience**, with expertise in **narrative** design, in addition to **technical** knowledge. Have **led 2 out of the 6 shipped games**.

Currently **working on a PC/Console roguelite**, and I am also part of the studio's **pitch division**.
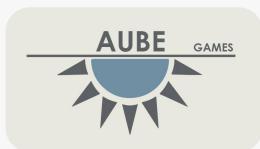
[2022]
GAME PITCH TEACHER
YNOV CAMPUS

Introduction to the **game concept creation** process up to the realization and **presentation of a pitch document to an audience**.

[2017-2018]
GAME DESIGNER
WORLD VR FORUM

[2017]
INTERN GAME DESIGNER
USUAL MAKERS

[2015-2016]
GAME DESIGNER & DEVELOPER
AUBE GAMES

EDUCATION

[2014-2017]
GAME DESIGN DEGREE
BELLECOUR ECOLE

Learnt the **fundamentals of game design** and **video game creation** through courses taught by recognized professionals.

INFORMATION

- cedricdelacroix.com
- cedric.dlcroix@gmail.com
- cedricdelacroix
- CedricDlcrx
- Lyon, France

SKILLS

Documentation, communication, and presentation
Implementation follow-up
Brainstorms & bring life to ideas
Systems & balancing
Rational design
Look & feel
Narration
Integration & Prototypes
Mockups & Layout
UI & UX
Leading a team
Fast learning & versatility
Dedication & motivation

SOFTS

[Mostly] G Suite, Photoshop, Unity, Jira, Github, Miro

[Occasionally] Unreal, Sublime Text & Visual Studio, Microsoft Teams & Office,

HOBBIES

Video games, board games, tabletop RPGs
Games creation
Football (soccer) and other sports
Cooking & food
Travel, series, movies, animes, ...