



CÉDRIC DELACROIX

SENIOR & LEAD GAME DESIGNER

9 shipped games; in the video games industry since 2017.
Focused on impactful and ambitious player experiences.

PROFESSIONAL EXPERIENCE



OLD SKULL GAMES [2018 - TODAY] SENIOR GAME DESIGNER

GAME DIRECTOR & LEAD GAME DESIGNER

4 UNANNOUNCED PROJECTs (2026)

- Game Director on two projects (pending release).
- Lead Game Designer on two additional projects (one currently in production, other nearing release).
- Oversaw gameplay upgrades, UX improvements and system refinements on established IPs.
- Ensured gameplay consistency and quality across console and mobile ports, plus enhancements.

LEAD GAME DESIGNER - SPONGEBOB PATTY PURSUIT 2 (2025)

- Led a team of 5 Game Designers.
- Owned 3Cs, core gameplay, bosses, game flow and metagame.
- Partnered with Game Director and other poles to drive gameplay vision.

GAME & NARRATIVE DESIGNER - PSM 1 - CRYPTICAL PATH (24/25)

- Designed core mechanics and metagame progression.
- Owned narrative structure, dialogues and localisation.
- Built a studio-wide narrative & tutorial tool.
- Scrum Master (PSM-I).
- Represented the project publicly at Paris Games Week 2024.

NARRATIVE & GAME DESIGNER - UBISOFT - VALIANT HEARTS (2023)

- Authored narrative design, characters and story beats.
- Led the Healing feature design and co-designed gameplay features.
- Contributed to a title awarded 3 Pégases (Excellence in Narrative).

OTHER ROLES & CONTRIBUTIONS - 6 PROJECTS (2017-2023)

- Designed gameplay systems, economy, difficulty and progression.
- Implemented gameplay directly in engine (Technical GD).
- Acting Game Director on two projects.
- Designed pitch decks and playable prototypes.



YNOV CAMPUS [2022] GAME CONCEPT TEACHER



WORLD VR FORUM [2017-2018] GAME DESIGNER



USUAL MAKERS [2017] INTERN GAME DESIGNER

EDUCATION



BELLECOUR ECOLE [2014-2017] GAME DESIGN DEGREE

INFORMATION

✉ cedricdelacroix.com
✉ cedric.dlcroix@gmail.com
in cedricdelacroix
Twitter CedricDlcrx
📍 Lyon, France

SKILLS

Game Design

- Gameplay systems & feature ownership
- Narrative design & emotional pacing
- Progression, economy & balancing
- Player experience & game flow

Direction & Leadership

- Lead Game Design
- Team coordination
- Scrum / Agile (PSM-I)
- Pitching & Documentation

TOOLS

[Mostly] Google Workspace, Slack, Photoshop, Unity, Jira, Confluence, Github, Miro, Fork, Sublime Text.

[Occasionally] Unreal, Microsoft Teams & Office, Notion, Construct 2, Figma.

CURRENT SIDE PROJECT

Gamefound crowdfunding
(starting fall 2025)

"Myths of Melphia" is a **TTRPG** set in a new **Greco-Roman Mythology** **Dark-Fantasy** genre, blending dramatic and dark themes in a world where gods and mortals clash.