

David Delseray



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[David Delseray](#)



[My Portfolio](#)

Senior Designer & Producer

I am currently looking for a contract as a **Senior System Designer, Lead Designer or Senior Producer**.

Studies & Degrees

Product Owner Certification

Scrum Alliance, online (2024)

Scrum Master Certification

Scrum Alliance, online (2023)

Game Design & Management Master Degree

Supinfogame, Valenciennes, France (2012 - 2017)

Professional Experiences

Senior Live Producer & SCRUM Master

Nov 2023 - Current

Directive Games (Contractor)

PC/Mobile Game Studio, Iceland - Remote

I am in charge of the **scheduling, scoping, Agile Processes** and **resource management** of 2 teams on the Live Web3 Shooter The Machines Arena and Web3 City Builder Civitas. I ensure the **good communication** amongst the teams as well as the delivery of features according to the schedule and budget using **Asana**.

Senior Live System Designer

Dec 2022 - Current

Directive Games (Contractor)

PC/Mobile Game Studio, Iceland - Remote

My task is to **design the economy, the systems and the relative user experiences** for the Web3 city builder Civitas and the LiveWeb3 Hero Twin Stick Shooter The Machines Arena.

Game Designer

May 2022 - Dec 2022

Limbic Entertainment

PC/Console Game Development Studio, Germany

My task was to **design mechanics, Progression and systems** for an unannounced project. I also frequently took part in the **QA of the game** as well as the development of the team by collecting game design training material.

Senior Game Designer

Feb 2020 - Dec 2022

Playmagic

AA PC/Console Game Development Studio, Malta - Remote

My task was to **design mechanics, AI Behaviour, Level Design, Balance Weapons** and **write tutorials** for the remake of XIII (**Shipped**) and multiple unannounced projects.

Game Designer and Producer

Jul 2019 - Nov 2019

9th Impact

Mobile Game Development Studio, Ireland

My task was to **design mechanics, UI layouts, design content and tutorial** for a **multiplayer online mobile game** based on the **Big Brother** franchise. I also had to **implement Agile Production processes** among the team and took part in the **QA** of the game.

Technical & Narrative Designer and Producer

Sep 2018 - May 2019

Self employed with an international team.

I worked on a project of Lovecraftian Narrative Horror game (**UE4**). The goal of this project was to **start my own development studio** with the help of publishers. I was in charge of the **Narration, Game and Level Design, Prototyping, QA, Creation of 3D Placeholders and Animations, Creative Direction and Team Management**. I edited a trailer of the game and collaborated **with the Sound Designer** to create the **sound and music**.

Technical Game Designer & Producer (Internship)

Mar 2018 - Sep 2018

Gameloft SEA

Mobile Game Development Studio, Vietnam

My task was to **entirely design games, prototype them via Unity C#**. I was also in charge of the **optimization of the production pipeline and manage the production of the game I designed**.

Technical Game Designer (Internship)

Jul 2017 - Dec 2017

Force Field VR

VR Game Studio, Netherland

My task was to **design mechanics, implement them via Blueprint prototyping, create and tweak Level Design** for different kind of VR games and experiences. I also took part in the **QA** of the games.

Skills

General

System Design : Specialty

Writing : Specialty

C# : Good Level

Level Design : Good Level

Blueprint : Good Level

QA : Good Level

Softwares

Unity 3D : Good Level

UE5 : Good Level

Office Suite : Good Level

Google Suite : Good Level

Asana : Good Level

Adobe Suite : Basics

Hansoft : Basics

Confluence : Basics

Languages

French : Native

English : Fluent

Espagnol : Good Level

Tastes

Video Games : Different genres, I'm mostly interested in having a strong experience either through the gameplay or the story.

Pen 'n Paper games : Many games, home made most of the time, with different universes.

General Knowledge : Learn as much as I can on any subject.

References on request, I will be happy to answer any questions you may have.