

# David Delseray



[ddelseray@gmail.com](mailto:ddelseray@gmail.com)



+337 881 327 19



[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.*