FAER SOUVILLE
Technical Game Designer

Technical Game Designer with a 3 year experience in Gameplay Programming
(Mobile - PC - XR). My multiple interests always allowed me to adapt to all kind of projects !

For me, video-game making is as interesting as playing them.

She / Her

Itch.io : *https://faer.itch.io/*   **Linkedin :** *Faer Souville*
MAIL : *faer.souville@gmail.com*   **Déménagement / Télétravail**

SKILLS

Technical Game Design
Level Design
System Design

Benchmarking	Prototyping
Problem Solving	Playtesting
Documentation	Expérience Tech

SOFTWARES

ENGINES
Unity - Godot - Unreal

GAME ART
Blender - Aseprite

DOCUMENTATION
Suite Office - Notion,
Confluence - Obsidian

MANAGMENT
Assana - Jira - Trello

LANGUAGES

French	Native
English	Fluent
Spanish	Professional use
Japanese	Hobby

MISCELLANEOUS

BIA
Aeronautics Initiation Certificate

PIXEL ARTIST
Bluesky : Faer_Derr 🦋

FAVORITE GAMES
Outer Wilds - Duelyst 2 - Solar Ash

FAVORITE HOBBIES
Acting - Birds - Writing

EXPERIENCES

DIPONGO - **Android / iOS** Programming - (2 Ans)
- AR Mobile App for 3 to 8 years old children.
- Unity / Godot

OREKA INGENIERIE - **XR** Programming - (1 An)
- XR Educational app for dismantlement in nuclear factories.
- Collaboration with the CNAM Numérique Paris on the JENII Project.
- Unity on XR : Meta Quest 1,2 and Pro

SIGNIFICANT PROJECTS

Matrioshka Brain - Personal Project   Itch.io : *https://faer.itch.io/matrioshka-brain*
Factory Sim Roguelike

Engine : Godot 3.5
Roles on the project : *All of them ! I created it on my free time on a 3-year period.*
What I learn : *Time Managment - How to Scope - Shaders & Juice*

One of the main difficulties on the project was Scope Managment.

Scope Creep is more frequent in Factory Sim and Roguelike games. So, I needed to delete content, and focus on systems that allowed multiple possibilities for gameplay, like procedural generation or new progression systems.

Ex_Silentio - Student Project (in team)   Itch.io : *https://corail.itch.io/ex-silentio*
Experimental, Puzzle, Exploration

Engine : Unity 2022
Rôles sur le projet : Level / System Designer, UI/UX/UR, Playtests
Apprentissages : Level Design en 3D, QA & Playtesting, Localisation

Localisation was an interesting aspect of this project.

In this game, you have to find logical links between concept to unveil the context of the story. So, we decided to implement a way to accept multiple ways that shared a close meaning to not penalize anyone, regarding of their language.

FORMATIONS

Game Designer - CNAM ENJMIN, Master JMIN - **2023 - 2025**
Master Jeux & Medias interactifs, Game Design Specialty

Gameplay Programmer - CNAM ENJMIN - **2020 - 2023**
Licence Pro en Alternance

AUTRES PROJETS

The Fabl rpg - Table top RPG, Solo Gamedev   Itch.io : *https://faer.itch.io/*
SiCuS - Shmup Coop, Game Designer
Jams - 10+ Jam Games !