



GAME DESIGNER

Albéric POULIGNIER

As an adherent of **design by subtraction** I tend to rely on this philosophy on a daily basis.

I **love scripting** and technical tasks.

Contacts

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Softwares

Engines



Design

- Excel / Word / Powerpoint
- Figma
- Notion
- Photoshop / Illustrator
- Sublime Text
- Miro
- Machinations

Versioning

- SVN
- Git
- Perforce

Misc.

Langages

- French : Native
- English : Professional
- German : Basics

Driver license

Obtained

Hobbies

- Electric guitar
- Shōgi (japanese chess)
- Books
- Video games & Tabletop games

EXPERIENCES



GreedFall : The Dying World (Sep. 2023 - Mar. 2026)

- Global** (Refining the project's design)
- AI Behaviour** (Player team, enemies, NPCs)
- System design** (Skilltrees, Crafting, Ingredients)
- Enemies** (Mobs, Boss)
- Balancing** (Experience, Economy)



Unannounced project (Oct. 2025 - now)

- Documentation** (Systems, Key weapon, Bestiary)
- Scripting** (Proof of Concept, Prototype)



Maiko (May - Aug. 2022) Internship

- Documentation**
- Game Design (hero skills and progression)
- Quest Design
- Level Design (+ early blockouts and gym in engine)



Mahi (Apr. 2022 - Jun. 2023) Graduation project

- Documentation**
- Game Design, Level Design, Narrative Design
- Scripting**
- Interactions, UI, Audio, Dialogues, 3Cs, LD Tools

SHIPPED

SOFT SKILLS

- Open minded
- Positive
- Detail oriented
- Active listener

HARD SKILLS

Game Design

- Systems
- Mechanics
- 3Cs
- UX/UI
- Balancing

AI Behaviour

- State Machines
- Behaviour Trees
- Blackboard
- Arguments

Scripting

- XML
- Unreal Blueprints
- Godot Script

Excel

- Sheets automation
- Power queries

Communication

- Used to presentations
- Big Ben Week game pitcher

EDUCATION

- 2019 - 2023** : Master's degree in Digital Production, Game Design
- 2017 - 2019** : DUT MMI (Multimedia and Internet professions)