PAUL ARTIGE
Technical Game Designer

Creative, serious, and proactive content creator with two years of experience in video games.
Dedicated to system design, prototyping and storytelling.
Three serious games shipped, and two short films published on YouTube.

CONTACT

📞 (+33).6.27.16.61.59

✉ paul.artige@gmail.com

in/paulartige

🌐 www.paulartige.fr

▶ Esphirian

🚗 Driver license

EDUCATION

- Master's degree in Game Design
ARTFX, Montpellier (2018-2020)

- Film realization & Video montage
ACFA multimedia, Montpellier
(2013-2016)

SKILLS
- Game and Level Designer
- Script Writing and documentation
- Producing
- Agile and waterfall workflow
- Video Editing
- Music and Sound Designing
- Visual Coding (Blueprint)
- Animating and Rigging

SOFTWARES SKILLS
- After Effects / Premiere / Vegas
- Photoshop
- Audacity / Cubase
- Unreal Engine 4/5
- Unity
- Blender
- Office Suite
- Google Workspace
-Jira / Trello

LANGUAGES
- Native French
- Technical English (B2)

WORK EXPERIENCE

NoReply Studio (Aug 2024 - Now)
Montpellier, France

- Writing game and level design documents.
- Production and milestone reporting.
- Prototyping and Developing game features.
- Integration and optimization.
- Debugging, and updating Build.

Self-Employed (2023 - Now)
Montpellier, France
Starfox Remadventures *(Web series, click for the link)*

- Writing the entire script and dialogues.
- Making internal presentation documents.
- Hiring and directing an entire voice actors team.
- Organizing production meetings and one on one sessions.
- Creating 3D assets (props / environment / alembic simulation).
- Rigging and animating all characters to fit the emotions and dialogues.
- Set dressing, post process and lighting on Unreal Engine.
- Creating VFX via Niagara and Blender.
- Composing all music and sound effects.
- Video and Audio Editing.

Gamabilis (Feb 2020 - Aug 2022)
Paris, France

- Writing game and level design documents and updating them.
- Designing the game's story to meet customer expectations.
- Leading an entire project by managing two production centers.
- Prioritizing and assigning tasks to production teams.
- Production and milestone reporting.
- Project scope adjustments depending on budget and deadline.
- Integrating and updating game design metrics in the engine.
- Organizing playtest sessions and collecting data.
- Polish and UX improvement.
- Making video trailers for several games.