

THOMAS PULLUELO

GAME | LEVEL DESIGNER

LOOKING FOR AN INTERNSHIP/JOB OPPORTUNITY

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[My Portfolio](#)

[My LinkedIn](#)

109 rue du Quesnoy, 59300, Valenciennes, FR.

French citizen, willing to relocate.



EDUCATION

- 2014 - Today **Management & Game Design, Rubika Supinfogame**
Master expected in 2017, Valenciennes, FR.
- 2012-2014 **DUT (Diplôme Universitaire en Technologie)**
Bachelor of Science in Computer Science and Digital Imaging
Arles IUT, University of Aix Marseille, FR.
- 2012 **High School Diploma in Sciences (Mathematics, physics and biology)**
Lycée Pierre Bourdieu/Fronton, FR.

EXPERIENCE

- June-Sept 2016 **OMNIDRONE** Barcelona, Spain
(4 months) **Game Designer on the MOBA Titan Brawl**
Within the Game Design team, I worked with the dev core teams during the last months before the release. My main contacts were the Leads, the Art Director and the Producer.
My Missions :
Game Design
 - Balancing the game in order to have a quality experience.
 - Identifying design issues or missed opportunities.
 - Designing new heroes linked to the new strategies.
 - Designing a new gacha system (box/rewards).Programming
 - Developing tools for the Game Design team in order to have more information about the game progression.QA/Community Management
 - Helping the realisation of many Playtests and Focus Groups.
- April-June 2014 **EXM Company** Toulouse, France
(3 months) **Programmer, Web Designer**
My Missions :
 - Production of a Web Application for the Airbus communication pole.
 - Rebuilt the company intranet in order to enhance work place productivity.
 - Creation of an online context for the Airbus Magazine (ONE).

ACHIEVEMENTS

- Oct-June 2017 **The Key, Final year Master project - Lead Game/Level Designer**
(9 months) First person Anguish/Fantastic game for PC and Mac.
My Missions :
Game Design
 - Leading and managing the design tasks.
 - Identifying the best ideas in order to align the experience with the game intentions.
 - Designing mechanics and abilities.
 - Designing the player progression, long and short term objectives.
 - Designing multiple AI patterns.
 - Developing and supervising the Narrative Design of the game.Level Design
 - Identifying the Level Design constraints.
 - Creating numerous levels.
- Nov-April 2017 **Projet e-Sport, BARCO - Game Designer**
(6 months) My Missions :
 - Analysing the e-Sport events and broadcasting channels.
 - Designing and integrating the BARCO Escape Technologie for e-Sport.
 - Achieving a demonstration prototype.

LANGUAGES

French Native. **Spanish , Catalan** Basics.

English Fluent.

Each year, I spend 4 months in the US from the age of 4 to 14.

HOBBIES

- Video games**
Half Life, Tomb Raider, The Last of Us, Destiny, P.T, Inside, Diablo, Overwatch. Both solo and multiplayer games.
- Sports**
Basketball (french top 11 championship), Swimming, Parkour, Badminton.
- Music**
Created a youtube channel promoting independent music artists and new movements from all over the world.
- Producing Short Films**
Producer, video editing, scenarist and visual effects.
- Cinema**
Jonathan Nolan, Quentin Tarantino, Ridley Scott, Horror, Fantastic and Science-fiction movies.

RECOMMENDATION

- Damien Yvray,**
Lead Game Designer, Omnidrone
damien.yvray@omnidrone.net
- Laurent Poentis,**
President, EXM Company
laurent.poentis@exmcompany.com

- Nov-April 2017 (6 months) **Serious Game, AAFF/Eurogroup/Bouygues - Game Designer**
 Within a 4 student dev team and in cooperation with rail transport industry specialists. My mission was to find ways to improve people's knowledge and perception of the rail freight in a simple and entertaining game experience.
- Nov-May 2015 (6 months) **Remains - Game Designer**
 Remains is an Action/Adventure PC game with an isometric view. It was produced for the Hits Playtime Contest.
 My Missions
- Designing the global gameplay of the game.
 - Defining the enemy behaviour.
 - Designing the player progression and motivation.
 - Producing numerous documents in order to simplify the programmer tasks.

SKILLS

Game Design	Production of a Game Design Document, Metagame and Gamification knowledge and experience.	Programming	C#, C++, Java, PHP, HTML/CSS/JS.
Level Design	Redacted numerous Level Design Documents. Developed many levels with Unity, UE 4, Valve Hammer.	Game Engines	Unreal Engine 4, Unity 3D.
Management	Team Leader (group of 8 individuals), proficient in Agile/Scrum methodology.	3D Modeling	3DS max.
Marketing	Production of documents about Monetisation, Crowdfunding Strategy, Target Market Research, Benchmarking.	Video	Final Cut Pro, Motion, Premiere.
		Image Editing	Photoshop, InDesign, PixelMator.
		Audio	Logic Pro, Audacity.
		Network/OS	Mac OSX, Windows, Linux, Windows server 2012.
		Data Base	MySQL.