

Clément Orlandini

JR. GAME DESIGNER

CONTACT

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TECHNICAL SKILLS

Systemic & technical game design
Appealing & aesthetic documentation
Playtesting
Paper and low-fidelity prototyping
UI/UX Design
Programming (Unity, Godot, UE4)

SOFT SKILLS

Creative pitch
Meeting & creative facilitation
Communication
T-shaped skills

AWARDS

Space Express - Game jam project exhibited at All Things Open in 2019.

LANGUAGES

French: Native English: Fluent

HOBBIES

Scenario & dialogue writing
Historical European Martial Arts
Pen'n'Paper RPGs and tabletop games

EDUCATION

CNAM ENJMIN 2020-2022
Game Design Master's Degree (JMIN)

- Industry oriented game design tools
- Game Design theories and practice

UNIVERSITÉ PAUL-VALÉRY 2019-2020
Game development bachelor's degree (MJV)

- Game design oriented
- Introduction to all game dev specialties

IUT DE LAVAL 2017-2019
Multimedia and Internet Technologies

- Communication skills and theories
- Multimedia creation introduction
- Web development

EXPERIENCE & PROJECTS

DUCK-TECTIVE CURRENT
A quirky investigation game about three ducks under a trench-coat.

- Original pitch
- Core game design and intentions
- Narrative design and writing

DIVUNITY 2021
A co-op VR god game. Two gods have to make their people live together.

- Original pitch
- VR interaction design & system design
- Dialogue writing

RADIO REBELOTE 2020
A funky racing game in the world of Occitanie's free radio stations.

- Project management
- Co-designed the game mechanics
- Dialogue writing
- Main programmer