

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