



# Benjamin Peltier

## Game designer

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## About me

Skilled Game Designer with expertise in Unity and Unreal Engine, adept at developing engaging games through prototyping, balancing, and implementation.

Experienced in programming and project management, enabling effective collaboration with multidisciplinary teams to deliver high-quality products, guided by a strong technical vision.

Avid gamer with eclectic tastes, enjoying genres such as RPG, 4X, tactical, and rogue-like games, enhancing creativity, gameplay understanding, and industry knowledge.

## Skills



Unity



Unreal Engine



Jira



C#



InDesign



Photoshop



French



English

## Experience

Since 2024

### Game designer & Programmer

Independent

Prototyping concepts in Unity and UE5. Designing various fan-concept for existing games. Developing a casual 4X puzzle game in Unity.

- Game design conception and iteration
- Programming of game mechanics in C#
- Prototyping with blueprints in UE5

2021 - 2023

### Game designer & Project Manager

Acneos (METZ)

Simulation Software Development

- Designing and balancing of the learning curve
- Level design, block-out, and integration
- Sprint management and cross-functional team coordination
- Project planning
- Playtests and public demonstrations

2019 - 2020

### Game designer & Programmer

Independent

Developing games and prototypes, made in Unity and UE4. Shipping of two party-games, *Spacehook* and *Stapla*.

- Game design conception and iteration
- Programming of game mechanics in C#
- Level design, block-out and integration

2018

### QA Testor

Spiders-Games (PARIS)

*GreedFall* : RPG in a baroque and fantasy universe

- Managing Mantis database
- Debugging with studio engine
- Monitoring the implementation of features and quests

## Education

2013 - 2015

### Engineering Preparatory class

ESSTIN (NANCY)

- Mathematics
- Computer assisted design
- Electronic

2015 - 2017

### Associate's Degree in IT

Université de Lorraine

- Programming
- Project management
- Algorithmic

2017 - 2018

### Bachelor in Game Design

Université PARIS 13

- Game concept
- Level design
- Rational design