



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



Git



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

Acreos (METZ)

Design, deployment and maintenance of heavy machinery simulation software

- 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, prototypes and integration
- Managing versioning of all projects

2018

QA Testor

Spiders-Games (PARIS)

GreedFall : RPG in a baroque and fantasy universe

- Managing Mantis database
- Debugging within the proprietary studio game engine
- Monitoring the implementation of features and quests

Education

2013 - 2015

Engineering Preparatory class

Polytech 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