

Baptiste Moreau

Game Designer & Gameplay Programmer

Work-study or 6-month internship



CONTACT

PHONE

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EMAIL

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LOCATION

Paris, open to relocation · on-site or remote

PORTFOLIO

baptistemoreau.games

LINKEDIN

linkedin.com/in/baptiste-moreau-games

SKILLS

GAME DESIGN

Level design

Game feel

Prototyping

Mechanics documentation

Requirements

Mini-games

Alternative controllers

ENGINES AND LANGUAGES

Unity · C#

Unreal · C++ / Blueprint

Godot · GDScript

Construct

Python

Java

GAME PROGRAMMING

Character controller

Custom physics

State machine

Game loop

New Input System

Cinemachine

Local multiplayer

TOOLS

Blender

Git / GitHub

Helix Core

FMOD

Photoshop

Illustrator

Notion

Trello

INTERESTS

Tabletop RPGs · D&D

Competitive League of Legends · Diamond

Guitar · 4 years, concerts

Kingdom Hearts series

Game designer and gameplay programmer: Bachelor in Game Design, then Master in Game Programming at ICAN. Designs a mechanic and programs it in Unity with C#, from prototype to game-feel tuning. **Level design of 6 levels for a DLC released on Steam** and **two years of software development at CEA.**

PROFESSIONAL EXPERIENCE

Level Designer & Game Programmer — 2-month internship

2026

Sol Brothers · Maseylia: Echoes of the Past, DLC

RELEASED ON STEAM

Unity · C# · Blender

- **Level design** of 6 DLC levels (3D platformer) mixing the game's mechanics with new ones.
- **Research, iteration and documentation** of the new mechanics.
- **Gameplay programming in C#:** character movement, abilities and environment.

Software Developer — Work-study

2020 – 2022

CEA, French Atomic Energy Commission

Python · Java · Linux

- **Requirements and specifications;** liaison between scientific and IT teams.
- **Training materials** on technical software (including Linux) for non-specialists.
- **Development** of research software; migration from Python 2 to Python 3.

PROJECTS (ICAN)

2022 – 2025

Deep Dive Repair

Game Designer · Gameplay Programmer

Two-player co-op game on a single screen

Unity · C# · New Input System

- **Designed 7 mini-games** triggered by where the players stand (zones).
- **Co-op controls:** teammate throw, per-player gravity, coyote time, jump buffering.
- **Game loop:** intro dialogue, win/lose conditions, best-time save.

Blitz Ball

Game Designer · Gameplay Programmer

Competitive air hockey, local multiplayer for 1 to 4 players

Unity · C#

- **Level design of 3 arenas** and **game feel:** screenshake, ball trail, confetti.
- **Game State Machine,** Level Manager, controller pairing and disconnections.

Kebab Simulator

Game Designer · Gameplay Programmer

Alternative-controller game

SHOWN AT THE CITÉ DES SCIENCES

Unity · C#

Simulation of a restaurant production line, played with alternative controllers that recreate professional tools.

LAN multiplayer FPS

Personal project

Solo exploration of Unreal's networking components

Unreal Engine · C++ · Blueprint

OTHER EXPERIENCE

High school supervisor (teaching assistant)

2 years

Ran the student house, the board game club and a tabletop role-playing activity.

Summer camp and leisure center counselor

1 month

Planned and led games and activities for groups aged 10 to 17.

Arduino workshop instructor, Amasco

2024

Introductory workshops on Arduino and programming for teenagers aged 13 to 16.

Crew member, Flunch · Front desk and repairs, bike shop

2 years · 2 months

EDUCATION

Master in Game Programming · ICAN, Paris

2026 – 2027

Bachelor in Game Design · ICAN, Paris

2022 – 2025

BTS SIO, 2-year IT degree · Ensemble Sainte-Marie, Joinville-le-Pont

2020 – 2022

BAFA, youth leader certificate · course and practical training completed

2023

LANGUAGES

French · native

English · fluent

Spanish · intermediate