



# BRICE PINQUET



[www.bricepinquet.com](http://www.bricepinquet.com)

24 years old

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📍 LYON

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## /// EXPERIENCES

### NEON BEATS



Platformer minimalist in which the levels react to the music.

- Design of the game's mechanics (intuitive for new player/interesting for veteran)
- Working on Level Design (interest curve and progression to create a smooth experience)



### TOWER'UP

Turn by turn 1v1 game. Play with physics to build a tower and push your opponent to destroy it.

- Fast paced turn by turn based symmetrical gameplay
- Fun Mechanics centered around physics



### SAMAY'S ASCENSION

Side view 2.5D Platformer with a strong narration.

- Easy to understand & efficient mechanics
- Focus on the Aerial Game Feel
- Use of Corgi Engine

## /// EDUCATION

**2017-20**

### GAME DESIGN BACHELOR

(3<sup>rd</sup> year) at Bellecour Ecole LYON

**2014-17**

### MANAGEMENT AND BUSINESS SCHOOL (L2)

(6 months erasmus in Budapest - Hungary) ESDES - LYON

**2009-14**

### BACCALAURÉAT ECONOMIC & SOCIAL (SPE MATHS, WITH HONORS)

Institution des Chartreux LYON

## /// ABOUT ME

### SKILLS

Rational Game Design  
Game Feel

Creative  
Leadership  
Good public speaking  
Skilful organizer

### LANGUAGES

**FRENCH**  
Native

**ENGLISH**  
Bilingual

**SPANISH**  
Basic

### INTERESTS

**TRAVELLING**  
Humanitarian & tourism exp.

**MUSIC**  
Metal

**VIDEO GAMES**  
PC Master Race!



GAME DESIGNER