



Antoine SARRAZIN

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Senior Game Designer - Gameplay and 3C

Work Experiences

- 10/2021 - 05/2025** **Senior Action Designer - Ninja Theory (Cambridge, UNITED KINGDOM)**
Unannounced Project #1 (AA/Narrative)
 - Collaborating in defining the gameplay direction
 - FPV 3D Design with a cinematic direction for a seamless long shot look
 - Buddy AI with realistic narrative behaviour that react to player's actions
 - Narrative Design and System Design for an innovative dialogue choice system
 - Directing actors and shoot planning for Performance Capture targeted at Gameplay and Narrative
Unannounced Project #2 (AAA/Action Adventure)
 - Animation Driven TPV 3C Design with Traversals mechanics using Motion Matching
 - Defining Metrics and creating level design kits and guide for Level Design implementation
 - Feature management with interdisciplinary tasks overview
 - Directing actors and shoot planning for Performance Capture targeted at Gameplay
- 10/2020 - 10/2021** **Game Designer - Firesprite (Liverpool, UNITED KINGDOM)**
Unannounced Project (AAA/Narrative)
 - 3C Design, Interaction and narrative systems for interactive cutscenes
- 03/2018 - 10/2020** **Game Designer - DONTNOD Entertainment**
«Tell Me Why» - Xbox Game Studios
 - 3C Design with focus on camera system and realistic animations
 - AI Design reactive to player with realistic behaviour
 - Level Design with narrative puzzles using investigation
 - Scrum Master for gameplay feature management using Agile Methodology
«Banishers: Ghost of New Eden» - Focus Interactive
 - Combat Design with focus on camera system for Action/RPG
 - Encounter Design with implementation of enemies in the experience

Skills

Unreal Engine 5

- Professional and daily use with **Perforce**
- Gameplay and cinematic features using **Blueprint**, **Sequencer** et **Animation Blueprint**
- Design Tools for Level Designers using **Editor Utility Widgets**

Godot (GDScript / C#)

- Independent projects and game jams for 2D and 3D
- Music management tool with narrative intensity handling for TTRPGs using **Fmod**
- Code and asset management using **Git**

Unity (C#)

- Game jams and experiments

Adobe Suite

- Motion Design and Animatics for clear documentation and previz before prototyping

Livestream

- Video stream management using **OBS** or **vMix** in a professional non-profit setting

Hobbies

Video Games

- Solo Action/Adventure games with substructive design with strong narrative or investigative component (**Outer Wilds**, **Wanderstop**, **The Roottrees are Dead**, **Undertale**, **Paradise Marsh**, **Caravan SandWitch**)

Tabletop Role Playing Games (TTRPG)

- Writing simple scenarios for one-shot and DM-ing on non-Dungeons and Dragons systems (**CY-BORG**, **Tales from the Loop**, ...)

Electronics and Internet of Things

- «**Silent**» doorbell for motion capture stage to handle noisy entry and exits
- Smart illuminated buzzers for **Blind Tests** with score and music playback management

Arts

- Independent graphic novel fan. They are a big inspiration for my creativity
- Embroidery using models or original creations

Cooking and Baking

- You have to taste my **cannelés**!