

# AXEL MALHERBE

GAME DESIGNER



[Linkedin profile](#) 

[www.axelmalherbe.fr](http://www.axelmalherbe.fr)

[axel.malherbe0@gmail.com](mailto:axel.malherbe0@gmail.com)

## SKILLS

### Game Design

One Page & design documents  
Programming skills & background  
Analytical problem solving  
Strong knowledge of video games

### Languages

English – C1  
French – Native

### Soft Skills

Versatile, adaptative team worker  
Never-ending force of proposal  
Multimedia knowledge

## ENGINES

### Unity

2 years' experience : C#



### Unreal-Engine

8 weeks' experience : C++, Blueprints

## HOBBIES

Tabletop **RPG** Game Mastering, writing  
& RPG world building

**Short story & novel** writing

 **First regional prize for short story**  
« CROUS nuit blanche 2018 » 

**Music Writing**, production & band  
playing

Watching **Genre cinema** & video essays

## EXPERIENCE

February 2020 – [Unlit](#)

**Game Design, Level Design, World-Building**



3<sup>rd</sup> person Adventure-Platform-Survival game where the player explores hostile environment and solves spatial puzzles

- Designed game systems and documented them
- Balanced Level & controller metrics
- Defined & implemented camera Gamefeel effects

March 2019 - [Don't Look](#)

**Game Design, Pitch, Level Design**



Horror-puzzle 3D side view game where the player controls light with his eyes thanks to an eye tracker

- Pitch, concept & project vision
- Defined & implemented camera & sound gamefeel effects
- Designed & implemented AI behaviours
- Realised & programmed character controller & Eye tracker



**Best Student Game Pégases 2020**  
**Nomination Most Innovative Newcomer Play19**  
**First prize Hits Playtime 2019**



## FORMATION

**2019** MASTER JMIN Game-Design CNAM ENJMIN

**2017** IT Bachelor UFR Sciences Limoges

**2015** BTS SIO Lycée Suzanne Valadon Limoges