David Bailly

Game Designer

Level Designer

20 domaine du château 59135 Bellaing France +33 6 29 01 34 43 contact@david-bailly.com Driving Licence Date of Birth: 21/06/1992 French nationality

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Work Experiences

Fishing Cactus GD / LD on a typing game unreleased successor of Epistory 2018 - 2019 - Re-imagined typing gameplay to make a game as innovative as Epistory - Organized and maintain design documentation of a systemic game in a wiki 2016 - 2018 LD on SHIFT QUANTUM shiftquantum.com - Designed the game's hundred puzzles, maintaining a soft learning curve leading to complex challenges - Worked from a game design made collaboratively by the whole team 2017 GD / LD on ALGO BOT algo-bot.com - Reworked game design of an old concept for a remake on a tight budget - Co-designed of the 46 puzzles with an intern I managed - Wrote tutorial and help texts to explain complex puzzle mechanics (based on programming logic) 2016 GD / LD on PIRATE RACES mobile game for Proximus - Made a F2P racing game feel competitive with asynchronous multiplayer - Adapted the design to the client's brand image of fun communication 2015 - 2016 GD / LD on EPISTORY epistorygame.com - Developed all game and level design, from prototype to release - Contributed to project management (tasks, meetings, estimations) within a self-managed micro team of 4 - Shipped a one of a kind typing / adventure game (74 metascore)

Other Experiences

Fishing Cactus	Instructor at a Belgian training organization technocite.be
2017, 2018	- Taught a one week course on theorical game design
	- Provided weekly feedback to students on their end projects
2017, 2018	- Managed hiring process of design interns at Fishing Cactus

Student Experiences

Fishing Cactus

GD on multiple projects

6 months Internship

July-Dec. 2014

- Wrote pitch decks to answer multiple Requests For Proposal
- Co-designed and prototyped a typing game (that became Epistory)
- Re-designed a serious game (from an existing concept) and managed the development of its prototype

Supinfogame

GD / LD on NOVALIFE

final year student project

- 2013 2014
- Led Game Design and communicated it to the team on a long term project
- Created Level design guidelines to delegate work
- Designed efficient tutorials to teach complex mechanics

BENTO Studio

LD on 1000 DANCERS prototype

2 months internship

July-Aug. 2013

- Took part in the development of a Free-to-Play game
- Designed the whole level design of a puzzle game from macro to micro
- Developed level creation methods to produce more and better

Supinfogame

GD / LD on various school projects

5 or 12 days crunch projects

- 2010 2013
- Designed and delivered 6 video g ames and a board game
- In a runner game made with a team of 20, led level design and taught level design methods to younger students
- Co-designed a musical runner, finalist at Imagine Cup France (Microsoft)

Education

2010 - 2014 2007 - 2010 Master in Management & Game Design at Supinfogame **Baccalaureate** in Science (French high-school diploma)

Skills

Game Design Applying different design methods to create original and efficient concepts, while keeping strong intentions to maintain consistency. Write understandable and pertinent documents.

Interests

Languages

English: professional proficiency

Level Design Define quidelines to keep the game's spirit in all the levels. Design levels with the player experience in mind, adjusting difficulty and variety at micro and macro levels.

Video Games: Platformer, adventure, tycoon / sand-box, indies with original concept... Board Games: Playing, following news, designing

Cinema: Korean thrillers, genre movies, original forms of storytelling...

French: native

Japanese Animation: Ghibli, Satoshi Kon, Makoto Shinkai, anime series...

Softwares

Advanced Intermediate **Unity Engine** Unreal Engine (C# prototyping) Photoshop · Gimp Word · Excel · Visio Illustrator · Inkscape

Sketchup

Git · Perforce

TV Series