

David Bailly

Game Designer

Level Designer

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Driving Licence
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Work Experiences

- Fishing Cactus Lead GD / LD on **C.** *unannounced project*
2021 - 2022 - Brought up to date the design of an the existing IP of a pre-2000 game
- 2018 - 2021 Lead GD / LD on **NANOTALE** *nanotalegame.com*
- Built a systemic design based on elemental interactions and cellular automatas
- Led macro to micro level design on a semi-open world
- 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 Lead 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 Lead GD / LD on **ALGO BOT** *algo-bot.com*
- Reworked game design of an old concept for a remake on a tight budget
- Co-designed the 46 puzzles with an intern I managed
- Wrote tutorial and help texts to explain complex puzzle mechanics (based on programming logic)
- 2016 Solo 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 Solo 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*
2018 - 2021 - Taught a one week course on theoretical game design
- Provided weekly feedback to students on their projects
- 2017 - 2020 - Managed hiring process of design interns at Fishing Cactus

2016 - Organized internal workshops teaching game design fundamentals

Personal
2021 - 2022 Caps' explain *Caps' on Instagram*
- Animated and published short educational videos about game design tricks

2014 - 2020 GD / Programmer on various Game Jams *Brainstorm Time on itch.io*

Student Experiences

Fishing Cactus
July-Dec. 2014 GD on multiple projects *6 months Internship*
- Wrote pitch decks for RFPs, managed the development of a serious game prototype, co-designed the typing game that became Epistory

Supinfogame
2013 - 2014 Lead GD / LD on **NOVALIFE** *final year student project*
- Led Game Design and communicated it to the team on a long term project

BENTO Studio
July-Aug. 2013 LD on **1000 DANCERS** prototype *2 months internship*
- Designed the whole level design of a puzzle game from macro to micro

Supinfogame
2010 - 2013 GD / LD on various school projects *5 or 12 days crunch projects*
- A board game, 6 video games, finalist at Imagine Cup France (Microsoft)

Education

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

Skills

Game Design Applying tried and tested **design methods** to create **original** and **engaging concepts** while keeping consistency with clear and **strong intentions**. Write understandable and **pertinent documents**.

Level Design Define **guidelines** to keep the game's spirit through all its content. Design levels with the **player experience** in mind, adjusting difficulty and variety at micro and macro scales.

Softwares *Advanced* Unity Engine (C# prototyping) Word · Excel · Visio Git · Perforce Notion · DocuWiki *Intermediate* Unreal Engine Photoshop · Gimp Illustrator · Inkscape Sketchup

Languages

Native **French**
Fluent **English**
Elementary **Spanish**
Notions of **Korean**

Interests

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