

Paul Guyot

GAME DESIGNER

☎ +1 (438) 388-9498

✉ paulguyot123@gmail.com

🌐 paulguyot123.wixsite.com/portfolio

🌐 www.linkedin.com/in/guyot-paul

PROFIL

Game designer with an avid passion for conveying emotions through mechanics and systems, I am thrilled by conceptualize abstract ideas, make them alive in an engine and designing tools to simplify production.

TOOLBOX

- **Game design** : GDD, RGD, procedural rhetoric, critical play.
- **Level design** : RLD, blackout.
- **Technical design** : blueprints, C#.
- **Project management** : Agile, 7-3-1, Scrum, Jira, Trello, Miro.

SOFTSKILLS

- Listening skills
- Team spirit
- Creativity
- Analytical thinking
- Rigour
- Autonomy

HOBBIES

- Bikepacking
- Piano
- Hiking
- Scuba diving

REFERENCES

- Alain Damasio, J.R.R Tolkien.
- Baldur's Gate, Outer Wilds, Portal.

EXPERIENCES

LES DEUX PETITS COCHONS | UBISOFT GAMELAB | UNREAL ENGINE

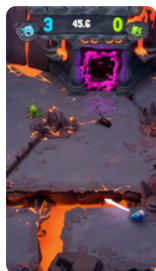
February – April 2025



- Gameplay design and mockup creation.
 - Comparative studies and playtest analysis.
 - Map and onboarding design.
 - Widgets programming and integration.
 - Gameplay pacing management through blueprints and balancing.
- 🏆 Rewarded for "Best quality of the 3Cs".

HELL OF A JOB | C.U.B.E (VIDEOGAME CLUB) | UNREAL ENGINE

September 2024 – August 2025



- Gameplay design and documentation.
 - Comparative studies and playtest analysis.
 - Map design.
 - Programming different game elements and systems using blueprints.
- 🏆 Top 10 "Most Promising Game" Game Developer Championship 2025.

HEARD | ACADEMIC PROTOTYPE | UNREAL ENGINE

February – April 2024



- Gameplay design, documentation and mockup creation.
- Use of rational game design.
- AI's behaviour design.
- Programming AIs using blueprints.

EDUCATION

DUAL DEGREE : DESS, NARRATIVE DESIGN/MASTER'S DEGREE, VISUAL ARTS VIDEOGAME DEPARTMENT

2024-2025 | NAD UQAC/University P.Valéry Montpellier 3

- Mastery of interactive storytelling theories and interactive video game design.
- Application of design theories.

MASTER'S DEGREE, VISUAL ARTS VIDEOGAME DEPARTEMENT

2023-2024 | University P.Valéry Montpellier 3

- Mastery of interactive writing techniques and the aesthetic and technical design of video games.
- Application of design theories.

BACHELOR'S DEGREE, GAME DESIGN

2022-2023 | University P.Valéry Montpellier 3

- Design and coordination of video game projects.
- Professional culture in the field of video game development and publishing.