



ANTONIN DRUELLE

LEAD GAME DESIGNER

Since I've been in the industry, I've created over 100 mini-games for party games, allowing me to focus on the essence of the gameplay. I'm not limited to this genre, as I'm currently working on a 3D platformer and an infiltration game as a lead which allows me to learn a lot in design and management.



The whole truth regarding play cannot be known until the whole truth regarding life itself is known.



- H. C. Lehman & P. A. Witty



LinkedIn

www.linkedin.com/in/antonin-druelle



Portfolio

<https://www.antonin-druelle.com>



Email

antonin.druelle@gmail.com



Mons,
Belgium



Nationality
French



Age
26 years old

BALIO
STUDIO

LEAD GAME DESIGNER

Since (2024 -) at [Balio Studio](#), Mons (Belgium)



Full Concept, Game & Level Design on [The Smurfs - Village Party](#).

BALIO
STUDIO

GAME DESIGNER JUNIOR

2 years (2022 - 2024) at [Balio Studio](#), Mons (Belgium)



Full Concept, Game & Level Design on [The Sisters 2 - Road to Fame](#).

Game Concept, Game Design, Polish and Balancing on [Garfield Lasagna Party](#).



GAME DESIGNER INTERN

6 months (2021) at [Smart Tale Games](#), Montpellier (France)



Game Design and Balancing on [My Universe - Green Adventure](#) edited by [Microids](#).

QA Testing and creation of a Global test plan on [Gear Club Unlimited 2 Ultimate Edition](#), edited by [Eden Games](#) and [Microids](#).

Creation of Game Concepts for undisclosed projects.

Rubika
Valenciennes

**STUDENT IN GAME DESIGN AND MANAGEMENT
(MASTER DEGREE)**

5 years (2016-2021) at [Rubika Supinfogame](#), Valenciennes (France)

Level Design on [Pasta Madre](#), a year-long graduation project based on the Italian mafia of the fifties in a burlesque spirit.

Game Design on [Pesto Retro](#), a 2.5D platformer retro style project.

Level Design on [Funk Off!](#), a rhythm tactical game based on the sixties.

SKILLS

Macro Concept
Game Design Documents
System Design
Narrative Design
Engine Level Blocking
Rational Level Design
Engine Tweaking

SOFTWARES

Microsoft Suite
Unreal Engine
Unity 3D
Adobe InDesign
Adobe Photoshop
Miro
Monday / Jira

HOBBIES

Writing
Literature
Drawing
Play the violin
Board Games
Painting Miniatures

SPORTS

Fitness
Horse riding
Golf
Swimming
Running