



JULIEN SOUQUIÉ

LANGUAGES

FRENCH : Natif

ENGLISH : B2-C1

SOFTWARES

ENGINES : Unreal Unity

DOCUMENTS : Office Google Workspace

ORGA : Miro Figma

METHOD : HacknPlan

QUALIFICATIONS

BACHELOR : E-artsup Toulouse, France
September 2023 - June 2026

BAC GÉNÉRAL : Le Ferradou, France
June 2023

LOISIRS

MUSIC : Guitar

SPORT : Gym - Judo

GAME : Competitive - Solo

WORLD

BUILDING : Lore - Biology - History

GAME DESIGNER

Junior game designer, currently in my 3rd year at E-Artsup Toulouse. I focus on ideation, creation and prototyping of systems, as well as their balancing throughout the game's lifecycle.

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SKILLS

TEAMWORK : Development and publication of 3 games created in a team of 4/5 people.

COMMUNICATION : Writing several GDDs in order to perfectly translate an idea into clear and usable mechanics.

ADAPTATION : Ability to quickly modify one's approach to mechanics to better satisfy both the player and the deadlines.

PLAYTESTING : Talk to the player to understand their emotions, and translate them into mechanics or balancing for the rest of the team.

PROJECTS

COLORBOUND : Game designer & Game developer

- Creation of a parkour game for the 2026 Global Game Jam with a "mask" theme.
- 4-day project in a team of 4 people.
- Implementation of color-changing mechanics that affect the entire environment.

BOOMVILLE : Game designer

- Creation of a wave-based survival game as part of my final year project.
- Ongoing 9-month project in a team of 5 people.
- Ideation of mechanics in a new genre, their balancing, presentation and learning by the player, as well as the organization of playtests.

PROJET 04 : Game designer & Game developer

- Creation of an Action-Adventure game for my second-year final project.
- 10-week project in a team of 4 people.
- Development and ideation of all game mechanics.

BLOODMOON : Game designer / Game developer / Level designer

- Creation of a parkour game with the theme "Enemies as Weapons".
- 36-hour solo project.
- Design of fast-paced, intense gameplay and a dynamic dismemberment mechanic.