



CHAMPANEY BENJAMIN

GAME DESIGNER

INFO

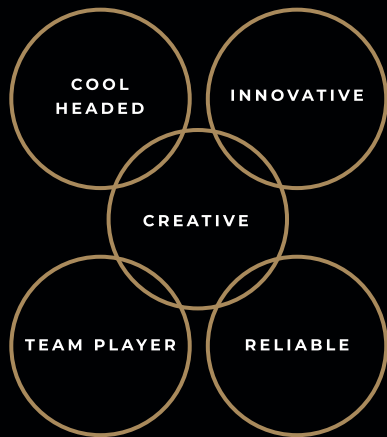
Date of Birth (Age) 05.09.1997

Nationality French

Languages French,English

Driving License

KEY QUALITIES



CONTACT

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PROFILE / GAME DESIGNER

During my various experiences in game design as a Freelancer, I specialized myself in Free-To-Play and multiplayer game design. I enjoy creating game mechanics oriented around synergies and counters.

I do that to put interesting game mechanics in the player hands and allow him to find the best combination to play with and against other players.



WORK

- Freelance Game Designer on Yadeck, LYON** 2021-NOW
Design and consulting to create an NFT digital card game with multiple game modes.
- Freelance Game Designer at Team8, LYON** 2020-2021
Design, playtest and balancing of a prototype gameplay mechanics. 9 Months
- Freelance Game Designer on PCI Agent, GRENOBLE** SEPT 2020
Design and playtest investigations, also work on the business model. 2 Months
- Creative Director - Game Designer on Echoes of Legend, LYON** 2018-2020
Development of a ready to be shipped Coop ARPG and design of a business model for the game.



EDUCATION

- Bellecour Ecole, LYON** 2018-2020
Master Degree in Game Design
- Bellecour Ecole, LYON** 2015-2018
Bachelor Degree in Game Design
- Lycée Pierre du Terrail, Pontcharra** 2012-2015
High School certificate, Economic and Social Science option
Speciality, Math



SKILLS

- GAME DESIGN
- MULTIPLAYER GAME DESIGN
- RATIONAL GAME DESIGN
- PROTOTYPING
- TEAM MANAGEMENT
- PROJECT MANAGEMENT
- QUALITY ASSURANCE TEST
- STORYTELLING
- WORD
- EXCEL
- POWERPOINT
- HACKNPLAN
- PERFORCE
- PHOTOSHOP
- UNREAL ENGINE
- UNITY ENGINE



INTERESTS



READING
WRITING



VIDEO GAMES



MUSIC



MINIATURE
WARGAMING



**CHAMPANEY
BENJAMIN**
GAME DESIGNER

SKILLS ACQUIRED

Game balancing
Yadeck

Solving problems with mechanics
Junkers

Analyze Client's needs
PCI Agent

Update technical documentation
PCI Agent

Lead a project
Echoes of Legend

REFERENCES

Benoit de Labouret
CEO at PCI Agent

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E ben@pciagent.com

Lionel Barranco
Creative Director & CoFounder at Team8

T +33 786124751
E lionel.barranco@gmail.com



PORTFOLIO

For the 5 last years, I have been working on **various projects**. From **personal projects** to **Freelance missions**, I have worked on a wide variety of games genres.

> BENJAMINCHAMPANEY.COM



SELECTED WORKS



YADECK

Worked as **Freelance** on this NFT Digital Card game. I designed every game modes and balanced each card type to create an engaging experience.



JUNKERS

Worked as **Freelance** on this Coop FPS. I designed weapons, enemy behaviours and parkour mechanics to allow a wide variety of gameplay.



PCI AGENT - PHANTASM

Worked as **Freelance** on this investigation game. I designed the **pacing** for investigation, **QA tested** every investigation and made a **design study**.