



GRÉGOIRE  
CLÉMENTÇON

## SENIOR GAME DESIGNER

Analytical · Methodical · Strategic

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### EXPERTISE

#### GAME DESIGN

Fun management, loops  
Rationalization (RGD)  
Game systems & mechanics  
Game documents, Balancing  
Accessibility, Pacing

#### DESIGN GLOBAL

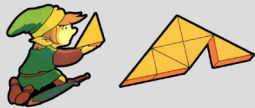
Research & co design  
Creativity methods  
Design thinking, pipelines  
Rapid Prototyping  
Tests & iterate

#### CREATIVE VISION

Vision helper  
Intentions & value prop  
Game pillars  
Aimed experience

#### DEVELOPMENT

Management  
Stage gate process  
Milestones  
Agile environment



### TOOLS

#### PROTOTYPING



Game Engines  
Tabletop Simulator  
Game accessories  
Paper / Lego  
SketchUp

#### OTHERS



Office / Google suite  
Adobe Photoshop  
Flowcharts  
Mind map  
Flexible to new tools

### HOBBIES

Eclectic video and game board player  
Favorites: Nintendo / RPG / Splendor  
Sports: Karate Shotokan, Cardio training  
Board game design contests: nominated



Senior Game Designer with 17+ years of experience in systems design, game balance, and team leadership. I structure complex gameplay systems that are engaging for players and robust within real production needs.

### WORK EXPERIENCES

2025  
TODAY



#### SENIOR GAME DESIGNER FREELANCE

- Provide game design expertise for clients including Upskilling and TotalEnergies, from concept to production-ready systems.
- Mentoring in game design and board game designer (FLIP & CLuBB selections).

2017  
-  
2024



#### HEAD OF GAME DESIGN INSTITUT ARTLINE

- Designed and managed a comprehensive 5-year game design program (Bachelor & Master), structuring curricula across multiple modules.
- Recruited and coordinated 30+ industry professionals for co-design, mentorship.
- Oversaw student projects through stage-gate milestones, providing actionable feedback and ensuring learning outcomes.

2015  
-  
2016



#### MENTOR IN GAME DESIGN EEGP

- Served as lead mentor across 7 game and level design disciplines, guiding students through practical projects and design methodologies.
- Developed course materials, delivered virtual classes, and assessed assignments to ensure high-quality learning outcomes.

2011  
-  
2013



#### LEAD GAME DESIGNER UBISOFT (O.zen)

- Led the Game Design team and aligned it with project objectives.
- Coordinated cross-disciplinary collaboration with art, sound, and development.
- Represented the design pole in core decisions and project governance.
- Mentored other designers, fostering design quality and systemic thinking.
- Oversaw the overall game structure, progression, and player experience framework.

2009  
-  
2011



#### GAME DESIGNER UBISOFT (Assassin's Creed 2 / Brotherhood / O.zen)

- Designed and structured gameplay systems, mini-games, menus, and HUDs.
- Developed documentation, flowcharts, and interface diagrams to implement.
- Defined progression curves, rewards, and level design tasks.
- Supported first playables, post-launch tools, and sprint workflows, contributing to iterative development.



#### THEY RECOMMEND ME

- DIDIER QUENTIN *Game Director (Blacksad)*
- MARC ALBINET *Game Director (Dying Light 2)*

### EDUCATION



#### The College of Extraordinary Experiences

2022- An immersive journey to Czocha Castle, Poland. Extraordinary week to enhance experience design. Introspective and collegial adventure with people from all over the world.

- RUBIKA: Master's Degree in Game Design & Producing.
- GAMAGORA: University Diploma in Level Design.
- UNIVERSITY: Licence in Multimedia (Images and Sound, multimedia design).
- UNIVERSITY: UTech Diploma (2 years in computing).

### RELEASES / CLIENTS

