

ABOUT ME

I want to offer **deep experiences** through play to both new and veteran gamers. I'm a **fast learner**, I'm **driven**, and **communicate well** with the many roles and positions of the industry.



EXPERIENCES

Tech designer intern / Fading Echo

January-June 2025

ARPG / Unreal Engine

- **Technical design** - co-designed & implemented in blueprint & proprietary internal tools:
 - Systemic fluid interactions
 - Status effects
 - Perk system
 - Data refactoring
 - UX and feedback systems
- **Team coordination** -
 - Wrote technical implementation documentation
 - Presided kick-off meetings for new features

System designer / Don't Let Them Cook

May-June 2024

Cinematic platformer / Unreal Engine / 5 designers and 6 artists

- **System & Technical design** - designed & implemented in blueprint:
 - AI behavior trees
 - Boss battle & boss' attack patterns
 - Traversal features (wallslide, wall jump, switch jump, dash)
 - Dialogue system and inter-character relationship system
 - 3Cs
- **Team management** -
 - Lead daily meetings to track progress and distribute tasks
 - Facilitated team communication by conveying important information to project owners

Tech designer / ROKO

October-November 2023

Action-adventure / Unreal Engine / 5 designers and 5 artists

- **System & Technical design** - designed & implemented in blueprint:
 - AI behavior trees
 - Catlike traversal system
 - 3Cs
- **Narrative design** -
 - Created and wrote a Narrative Design Document for a post-apocalyptic world.
 - Created the character sheets for all characters

English teacher / Secondary education

2017 - 2022

Soulslike / Life / Classes of 30+ students

- **Group communication** -
 - Prompted students of various ages
 - Conveyed diverse and technical information to groups of heterogeneous skill levels
- **Group management** -
 - Directed students to precise goals tailored to their needs
 - Aided students in difficulty with tailor-made exercises and counsel
 - Used gamification theory to create interest and promote knowledge retention



DIPLOMAS

Bachelor's in Game Design and Project Management



2022 - 2025

Master of Education - MEd



2013 - 2017

CHECK OUT MY WORK!



Barthélémi Rapeaux



rapeauxb.wixsite.com/barthelemirapeaux

BARTHELEMI RAPEAUX JUNIOR GAME DESIGNER

GAME DESIGN

UNITY

Coding in C#, implementation

UNREAL

Nodal scripting, implementation

SYSTEM DESIGN

3Cs, AI behavior trees, Combat systems

DOCUMENTATION

Content and formalization

NARRATIVE DESIGN

Worldbuilding, character profiles

LEADERSHIP

GROUP MANAGEMENT

Incentivizing action, aid & counsel

PLANNING & ORGANIZATION

Creating and managing deadlines

COMMUNICATION

Adapt to audience, teaching

LANGUAGES



FRENCH



ENGLISH



GERMAN

Native

Native

B1

SOFTWARE



Unity



Unreal



Coda



Office



Machinations



GIT

HOBBIES



TTRPGs



Drawing



Animating