



ANTONIN DRUELLE

LEAD GAME DESIGNER

Since I've been in the industry, I've created over 100 mini-games for party games which have allowed me to focus on the essence of the gameplay. I'm not limited to this genre, as I also worked as a lead on an stealth game, a 3D platformer and on a 2.5D platformer Game.

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

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



LinkedIn



Portfolio

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Youtube

@Mamenos



Mons,
Belgium



French



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BALIO
STUDIO LEAD GAME DESIGNER

Since (2024 -) at Balio Studio, Mons (Belgium)



- Management, Concept, Game & Level Design on the 2.5D Platformer Game: [Asterix & Obelix - Mission Babylon](#).
- Management, Concept, Game & Level Design on the Stealth Game: [Totally Spies - Cyber Mission](#).
- Full Concept, Game & Level Design on the Party Game: [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 Party Game: [The Sisters 2 - Road to Fame](#).
- Game Concept, Game Design, Polish and Balancing on the Party Game: [Garfield Lasagna Party](#).



SMART
TALE

GAME DESIGNER INTERN

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



- Game Design and Balancing on the Management Game: [My Universe - Green Adventure](#).
- QA Testing and creation of a Global test plan on the Racing Game: [Gear Club Unlimited 2 Ultimate Edition](#).

Rubika
Valenciennes

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

5 years (2016-2021) at Rubika Supinfgame, 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
Running
Horse riding
Golf