

Steven SLATER

Technical Game Designer

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PROFILE

Creative and open-minded, yet methodical.

I'm used to working in teams and am both communicative and versatile.

As a technical game designer, my aim is to bridge the gap between the programming and design teams. By being proficient in both fields, I can strengthen communication as well as assist in tasks from either side.

I'm able to design and prototype features and systems.

I'm also able to support the project on a larger scope by building tools and working on the design structure and technical architecture of the game

EXPERIENCE

Since 2015

[\[The Game Bakers, Montpellier, France\]](#)

The Game Bakers is a small independant studio which developed critically acclaimed games. Its most famous is FURI, an action game published in 2016.

Game Designer

During my two years at The Game Bakers, I've been in charge of various design & programming tasks, depending on the various deadlines & development needs.

I started while FURI was in production, worked on its release, its xbox one version & its DLC.

I am now working with the team on an upcoming project.

2017

UNDISCLOSED PROJECT

- Writing documents, designing and communicating on various features.
- Prototyping gameplay & features.
- Developing tools & working with the programmers on the code architecture of the game.
- Programming, integrating & debugging the game menus.

July '15 - Dec '16

FURI - PC, PS4, XBOX ONE - ACTION

A boss-fight only hack' & slash game, with a neon-retro-futurist-japanese style.

- In charge of organizing & following the playtests for the game.
- Integrated & Debugged the game menus, I programmed some of them.
- Responsible for Programming & Debugging the Leaderboards menu for PS4 & Xbox One.
- Integrating & Tweaking the narrative elements during the fights.

2014 (4 Months)

[\[VETASOFT, Mons, Belgium\]](#)

Vetasoft is a small studio which develops mobile apps & games. They developed successful games based on licenses such as Garfield of Lucky Luke.

Game Design Internship,

Full development of a Yakari licensed game targeted at a young audience, and a prototype.

June '14 - Sept '14

YAKARI'S WILD RIDE - IOS - 2D RUNNER

- Team-lead of a 6-person group, coordinating the work between Programmers and Artists.
- In charge of the Game Design & tweaking of both games.
- Wrote the Game Design Bible and the communication with the Producers ([Anuman](#)).
- Set up the level building art pipeline & built the layout of all the levels in Unity.
- Built a level design tool in Unity to improve the production of levels.

PROJECTS

Oct. '14 - June '15 (9 Months) **TWIN FATES - ACTION-ADVENTURE** [SCHOOL PROJECT]
A cooperative action-adventure game, inspired by *Zelda* & *Okami*, designed specifically for 2 players.

Received the award for **Best Student Game** at the **PING Awards 2015**

Game Designer & Level Designer

- Designed and tweaked the 3Cs (Camera, Control, Character), in collaboration with the programmer.
- In charge of Level Design & Level Building in Unity, working with the environment artists.
- Designing the enemy behaviour and patterns, directing the concept artists, 3D modelers & animators.
- Writing of the Game Design Document and internal technical documents.

EDUCATION

2012 - 2015 Master's degree in **Management & Game Design**
[\[SupinfoGAME Rubika, Valenciennes, France\]](#)

World-renowned Game Development School, trains Designers, Artists and Programmers.
Studied Game & Level Design, Scripting and general subjects (Cinematography, Law etc.)
Courses are focused around group projects, which improves our teamwork skills.

2009 - 2012 Bachelor's degree in **Computer Science**
[\[Université de Rennes 1, Rennes, France\]](#)

2008 - 2011 Bachelor's degree in **Modern Literature**, minor in **Communication**
[ICR, Rennes, France]

2006 - 2008 2 years on a degree course with major in **Game Design** and minor in **Digital Arts**
[\[UQAC, Chichoufimi, Quebec, Canada\]](#)

SKILLS

Game Design

Resourceful, dynamic, dedicated.
Strong interpersonal skills.

Good knowledge of technical aspects of game development helps me exchange with programmers and artists alike in order to make informed design decision.

Proficient with *Microsoft Office & Excel* scripting
Familiar with the *Adobe Suite*

Fluent English, native French.
Good general knowledge.

Programming

Good analytical & logical thinking skills,
Quick learner, curious

Able to prototype features like character & camera movement, system logic etc.
To develop tools which can help Level Design, integration or other aspect of the development.

Proficient with *Unity & C#*
Familiar with *UE4 & C++*

INTERESTS

The eerie, the psychedelic & the weird.
Cinema : Rubber, Grand Budapest Hotel
Music : The Mighty Boosh, King Crimson

Japanese culture
Manga : Baki, Dorohedoro, Cobra
People : Takeshi Kitano, Hayao Miyazaki

Yelling at things after losing a game
Multiplayer games : SFV, Overcooked, Overwatch
Overly difficult games : Dark Souls, XCOM 2

Also some outdoor activities :
Hiking, Snowboarding (even though I'm bad at it)