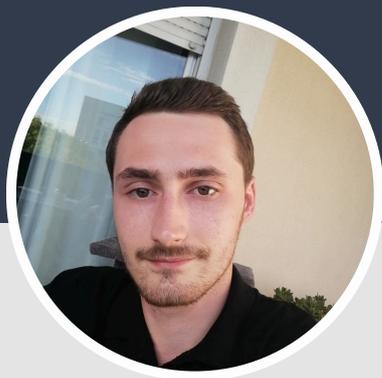


# VALENTIN BEAUDOIN

TECHNICAL GAME DESIGNER JUNIOR



## CONTACT

📞 07.60.61.41.16

✉️ valentinbeaudoin69@gmail.com

🌐 [Valentin Beaudoin](#)

🌐 [Portfolio](#)

## SKILLS

- Prototypes
- Unreal Engine
- Unity
- Blueprints
- Blocking
- C#
- **Game Design**
- Game Concept
- Level Design
- Game Design Document
- System Design

## LANGUAGES

- French (Native)
- English (B1)

## HOBBIES

- Theater
- Cinema
- History



## PROFILE

I am a technical game designer who enjoys creating and discovering new features and gameplay ideas.

My education at GameSup allowed me to acquire skills in programming, game design, and level design. My professional experience at DreamAway allowed me to put certain skills into practice and observe player behavior in real-world conditions..



## EXPERIENCES

**DreamAway** January 2024- September 2025  
Manager

- Manage a virtual reality center
- Manage a team and schedules
- Collect customer feedback

**DreamAway** December 2022 - December 2023  
Game Master

- Explain the games to customers
- Anticipate and fix bugs during games
- Guide customers in choosing a game

**Space'ial Delivery** May - June 2023  
Tech Designer

- Multiplayer space simulation - UE5 - 9 people - 120 hours
- Gameplay and Multiplayer Programmer
- 3C - Multiplayer Replication - Navigation and combat with the space ship
- Interface Programmer

**La cité des masques** February 2023  
Tech Designer

- Action Adventure - UE5 - 10 people - 90 hours
- Gameplay Programmer
- 3C - Climbing - Zip line - Grappling hook
- Animation Integration



## EDUCATION

**Game Design and Project Management Bachelor** 2020 - 2024  
GameSup - Lyon