

AXEL MALHERBE

LEAD GAME DESIGNER

[Linkedin profile](#) 

www.axelmalherbe.fr

axel.malherbe0@gmail.com



SKILLS

Game Design

Analytical problem solving
Strong video games culture
Programming skills & background

Soft Skills

Versatile, adaptative team worker
Team leader
Force of proposal

Languages

English – C1
French – Native

ENGINES

Unity

2 years' experience

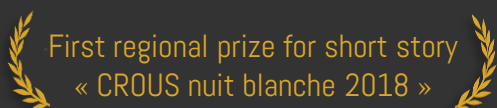
Unreal-Engine

4 year's experience

HOBBIES

Tabletop **RPG** Game Mastering, writing
& RPG world building

Short story writing



First regional prize for short story
« CROUS nuit blanche 2018 »

Also a **musician** and **video essays**
amateur on all sorts of medias

EXPERIENCE

2022 - Today [Big Bad Wolf](#) - Lead Game Designer on
[Cthulhu – The Cosmic Abyss](#)

2021 - 2022 [Big Bad Wolf](#) - Game Designer on
[Vampire the masquerade : Swansong](#)

- Designed tutorials, traits, talents & achievements
- Abilities and difficulty balancing
- Handled communication with IP owner at Paradox
- Designed and updated feature blueprints in UE4

2020 [Dontnod entertainment](#) - Game Designer
Intern on [Banishers: Ghosts of new Eden](#)

- Designed evolution system : UX & GD
- Designed combat building strategies : craft & evolution
- Followed system implementations through the workflow :
UI, UX, Level design, GPP...
- Worked remotely (autonomous & teamwork)

2019 [Ebim Studio](#) - Game Designer & Programmer
intern on [Now Future](#)

- Designed game systems & experience for a comic book
adaptation
- Balanced Level & controller metrics
- Defined & implemented camera Gamefeel effects

FORMATION

2019 MASTER JMIN Game-Design CNAM ENJMIN

2017 IT Bachelor UFR Sciences Limoges

2015 BTS SIO Lycée Suzanne Valadon Limoges