

ALEXANDRE ZANDECKI

GAME DESIGNER

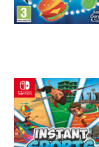


ABOUT ME?

My goal as a Game Designer is to create fun and memorable experiences for players. I'm eager to learn new skills. I shipped multiple games from start to live patches on every major platforms available. I'm also a teampayer and know how take feedback and explain my ideas.

WORK EXPERIENCE

- 2024-2025** ● **TECHNICAL GAME DESIGNER - HOW 2 ESCAPE: LS**
at BreakFirst studio in Lyon, France
I worked on the game design, riddle / puzzle design, balancing, level design and managed the playtest and feedback phases.
- 2024** ● **TECHNICAL GAME DESIGNER - FORT BOYARD**
at BreakFirst studio in Lyon, France
I worked on the game design, level design and balancing for multiple new mini-games.
- 2022-2023** ● **TECHNICAL GAME DESIGNER - HOW 2 ESCAPE**
at BreakFirst studio in Lyon, France
I worked on the game design, riddle / puzzle design, balancing, level design and managed the playtest and feedback phases.
- 2021-2022** ● **TECHNICAL GAME DESIGNER - UMXPC**
at BreakFirst studio in Lyon, France
I worked on the game design, balancing the 100 mini-games in 5 different difficulties, programmed datas and sound.
- 2021** ● **LEAD GAME DESIGNER - IS WINTER GAMES**
at BreakFirst studio in Lyon, France
I worked on the game design, game concept, balancing, level design, programmed features but also managed the team.
- 2020 - 2021** ● **TECHNICAL GAME DESIGNER - IS PARADISE**
at BreakFirst studio in Lyon, France
I did the game concept, game design as well as HUB level design, level building, balancing and QA.
- 2020-2021** ● **LEAD GAME DESIGNER - IS TENNIS**
at BreakFirst studio in Lyon, France
I managed the whole team but also did the game design, game concept, balancing, boss design, QA and sound design.
- 2020** ● **TECHNICAL GAME DESIGNER - INSTANT CHEF PARTY**
at BreakFirst studio in Lyon, France
I did the game design, balancing, lead the new game designers that arrived on the project and lead the QA phase.
- 2020** ● **TECHNICAL GAME DESIGNER - IS SUMMER GAMES**
at BreakFirst studio in Lyon, France
My tasks were to balance the different mini-games, supervise QA, implement music, SFX and VFX in the game. I also worked on the demo and on the day 1 patch which included new game modes!
- 2020** ● **TECHNICAL GAME DESIGNER - INSTANT SPORTS**
at BreakFirst studio in Lyon, France
I worked on my fist live patch that included global balancing and reworked the global data of the tennis mini-game.



EDUCATION

- 2016 - 2019** ● **GAME DESIGN BACHELOR**
at Bellecour Ecole in Lyon, France

CONTACTS

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SKILLS

- Game Concept
- 3Cs
- Gameplay and OCR loop
- Balancing
- Accessible Gameplay
- Playtest and reports
- Product management
- Management
- Unity prototypes (C#)
- Level Design (pacing, shooting sights, puzzle, ...)
- Narrative Design

TOOLS

- Unity
- Microsoft suite
- Google suite
- Photoshop
- HackNPlan
- GitHub
- Source Tree
- Fork

HOBBIES

- Tabletop RPG
- Game Dev
- Guitar & bass
- Fanzines

LANGUAGES

- French Native
- English Fluent