



BESSOU Henri

GAME DESIGNER

LEVEL DESIGNER

English - Advanced

Native French



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/henri-bessou/



Montpellier - FRANCE

Recognition of French disabled worker (R.Q.T.H.)

WORK EXPERIENCE

• **Producer and Coordinator** 2023 > 2025

ARTEFX

Producing - Teaching - Coordination - Organization - Managing - Blueprints

• **Game / Level Designer** 2021 > 2022

The Hunt - Action Platformer

3Cs - Game Pillars - RGD - Feedbacks - Combat Design - Draft - Strategies - Intentions - RLD - Metrics - GDD - LDD - Pacing - Gameflow - Blockout - Gym Levels - Blueprints

• **Game / Level / UX Designer** 2020 (2 months)

L'Éveil de Fantasia - *Stealth game* - Opéra Orchestre National Montpellier

3Cs - Blockout - Pacing - Intentions - Metrics - Gameflow - Blueprints
Accessibility - AI Behavior - GPE - Producing

STUDENT EXPERIENCE

• **Game / Level Designer** 2020 (1 week)

FactorEvil - FPS Arena

3Cs - Mechanics - Metrics - Strategies - Intentions - Gameflow - Blueprints

• **Level Designer** 2020 (1 week)

Counter Strike : Global Offensive : Custom Wingman map : *Village*

Metrics - Pacing - Strategies - Intentions

• **Game Designer** 2020 (2 weeks)

Orbital Rush - Party Game - *Mini Game Bumper*

Blueprints - 3Cs - Feedbacks Integration

PERSONAL EXPERIENCE

• **Game / Level Designer** 2021 (1 month)

Into the Sidh - Action / Adventure

3Cs - Blueprints - GD - LD - Intentions - Learning Curve

• **Game / Level Designer** 2020 (2 months)

Keep Quiet - Survival Horror

Blueprints - AI Behavior - GD - LD - Intentions

EDUCATION

• **Master's degree in Video Game (Game Design)** 2018 > 2022

ArtFX, Montpellier

• **Art du spectacle et du Cinéma, Montpellier** 2012 > 2013

University Paul Valéry - Montpellier III

SOFT SKILLS

- Creative
- Serious
- Altruistic
- Teamworking
- Adaptative
- Attentive
- Motivated
- Deliberate
- Critical Mind

HARD SKILLS

• Game Design

3Cs - Game Pillars - Loop -
Rational Game Design - Narrative -
Script - Game Design Document -
Combat System - Player's theories -
Gameplay Elements - Mechanics -
Feedbacks - Metrics

• Level Design

Draft - Strategies - Intentions -
Rational Level Design - Storytelling -
Learning curve - Pacing - Blockout -
Level Design Document - Gameflow -
Metrics

• Prototype

Blueprints - 3Cs - Blockout -
Gym Levels - Anim Integration -
Metrics - Feedbacks Integration -
Cinematic Integration - Sounds
Integration - Accessibility - AI Behavior

SOFTWARE SKILLS



Unreal Engine 5 - Hammer



P4V - GitHub - Jira - Google Suite - Office - Miro



ZBrush - Photoshop - Reaper

HOBBIES

Cinema - Reading - Martial Arts - Drawing - Sculpting