



BESSOU Henri

JUNIOR GAME DESIGNER
JUNIOR LEVEL DESIGNER

English - Advanced 
Native French 

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



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Montpellier - FRANCE

WORK EXPERIENCE

- **Producer and Coordinator GAME** : ARTFX - 2023-2025
Producing - Teaching - Coordination - Organization - Managing - Blueprints
- **The Hunt** : Action Platformer - Game / Level Design - 2021-2022
3Cs - Game Pillars - RGD - Feedbacks - Combat Design - Draft - Strategies - Intentions - RLD - Metrics - GDD - LDD - Pacing - Gameflow - Blockout - Gym Levels - Blueprints
- **L'Éveil de Fantasia** : Stealth game - Game / Level / UX Design / Blueprint - 2020 - 2 months - Opéra Orchestre National Montpellier
3Cs - Blockout - Pacing - Intentions - Metrics - Gameflow - Blueprints - Accessibility - AI Behavior - GPE - Producing

STUDENT EXPERIENCE

- **FactorEvil** : FPS Arena - Game / Level Design / Blueprint - 2020 - 1 week
3Cs - Mechanics - Metrics - Strategies - Intentions - Gameflow
- **Counter Strike : Global Offensive** : Custom Wingman map Village - Level Design - 2020 - 1 week
Metrics - Pacing - Strategies - Intentions
- **Orbital Rush** : Party Game - Mini Game Bumper - Game Design - 2020 - 2 weeks
Blueprints - 3Cs - Feedbacks Integration

PERSONAL EXPERIENCE

- **Into the Sidh** : Action / Adventure - Game / Level Design / Blueprint - 2021 - 1 month
3Cs - Blueprint - GD - LD - Intentions - Learning Curve
- **Keep Quiet** : Survival Horror - Game / Level Design / Blueprint - 2020 - 2 months
Blueprints - AI Behavior - GD - LD - Intentions

EDUCATION

- **Master's degree in Video Game (Game Design)** - ArtFX, Montpellier Expected Graduation - June 2022
- **University Paul Valéry - Montpellier III** - Art du spectacle et du Cinéma, Montpellier - 2012 - 2013

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



HOBBIES

- Cinema
- Reading
- Martial Arts
- Drawing
- Sculpting