

LÉO LESÊTRE

PR. GAME DESIGNER

32 years old

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LinkedIn

linkedin.com/in/leo-lesetre



Itch.io

maaz-games.itch.io



Medium

leolesetre.medium.com

EXPERIENCES

NORTHGARD / UNANNOUNCED PROJECT SHIRO GAMES

Principal Game Designer · Since 2024

Project direction · Planning · Marketing & communication ·
Management · Consulting · External partners supervision

Senior Game Designer · 2023

Game Designer · 2021

System & Content design · Campaign · Balancing · more...

GAME DESIGN CURSUS (4TH YEAR) IIM SCHOOL

Game Design Teacher · 2022 to 2024

Game balancing · Economy · Student projects support

HORWSE UBISOFT

jr. Lead Game Designer · 2018

Team & Project management · Early game concepts · 3Cs ·
Project direction · Tools & Systems prototyping · more...

Game Designer · 2017

jr. Game Designer · 2016

System & Content design · Economy · Balancing · UI/UX

DUNGEON MONSTERS MANA CUBE

Live Game Designer · 2015

Content design · Economy design · Balancing · Narration

BLOOD BOWL II CYANIDE STUDIO

Game Designer · 2014

UI/UX · Controls 3C · PS4/Xbox One TRC · Localization · Lore

EDUCATION

Master · Game design · 2023

ENJMIN, Angoulême

Game Design Formation · 2016

ISART Digital, Paris

Higher degree · Web & Graphic Design · 2013

Lycée Eugénie Cotton, Montreuil

Bachelor · Industrial Design · 2011

Lycée François Mansart, Saint Maur des Fossés

SKILLS

Softwares & Engines

Figma

Expert

Procreate

Advanced

Excel

Expert

Languages

French

Native

English

Fluent

Esperanto

Basic

I'm also experienced in

Scripting · Programming · Unity · Gamemaker

INTERESTS

Things I like to do in my freetime

Sport workout · Illustration/Drawing · Essays writing
· Piano · Play board games & TTRPGs · Game jams

Types of books and readings I enjoy

Sociology, Economy, Cognitive Psychology,
Anthropology · Myths, Folklore · Comics/BDs

My favorite games of all time

Ico, Dishonored, Deus Ex, Journey, Titanfall 2