

NOA LAQUÈCHE

game designer

My **experience** both as a **designer** and **programmer** allows me to bridge the gap between **technical** and **creative needs**.

I love designing, prototyping and iterating on the **camera**, **controller** and **character**.



+33 7 88 36 57 29



noe.laqueche@gmail.com



noelaqueche.github.io



[in/noe-laqueche](https://in.linkedin.com/in/noe-laqueche)



Oxford, UK – Full remote



Permanent position – 2023

EDUCATION

2015 – 2020: Supinfogame RUBIKA Valenciennes

- Master in Game Programming and Management
- Bachelor in Game Design and Management

2014 – 2015

Preparatory year at LISAA Paris – Animation & Videogame

2011 – 2013

A-Level equivalent – Scientific course, **American Bilingual Section (OIB Bordeaux)**

PROFESSIONAL EXPERIENCE

November 2020 to March 2023 – Game Designer (Intermediate) at Rebellion Developments

- **Evil Genius 2 (end of production, post-launch content):** Quest design, data implementation, signs and feedback, balancing, bug fixing
- **Unannounced project (concept phase, pre-production):** Feature design, system design, documentation, prototyping

Summer 2019 – Internship at Voodoo: Marketing Game Developer

Implementing new features and twists in existing hyper-casual mobile games for marketing purposes.

Summer 2018 – Internship at Oh BiBi: Gameplay designer and programmer on FRAG, a mobile multiplayer hero FPS

- **Game design:** core design, hero design, hero balance (using Periscope game metrics), signs & feedback
- **Gameplay programming: (Unity)** hero abilities, aim assist system, 3rd person camera, general status effects (push, stun...)

References on request

OTHER PROJECTS

Student graduation project: A Planet In The Fog, a first-person exploration game on an austere exoplanet

UE4 – 9 people – October 2019 to June 2020

I was the game designer and gameplay programmer in charge of the 3C, especially an in-depth climbing system.

SKILLS

Game design: Brainstorming, concept, documentation, prototyping, signs and feedback, balancing, rational game design, fine-tuning, playtest supervision

Unreal Engine 4 (Blueprint, C++)

- Advanced: Gameplay
- Intermediate: Animation (IK)
- Basics: Materials, Tools, Navigation

Unity (C#) – Certified Associate

- Advanced: Gameplay
- Intermediate: Animation, Navigation
- Basics: Shader (HLSL), Tools

LANGUAGES

French: Native proficiency

English: Bilingual proficiency

Spanish: Limited working proficiency

INTERESTS

Games: Dark Souls, Overwatch, Magic: The Gathering, Hellblade: Senua's Sacrifice, Inside, Hunt: Showdown

Music: hyperpop, hip-hop, metal, electro, shoegaze, cold wave, experimental sounds...
I sing in a post-punk band!
Metal screaming practice for 8 years

Cinema: Science-fiction, psychological thrillers, arthouse, animated series